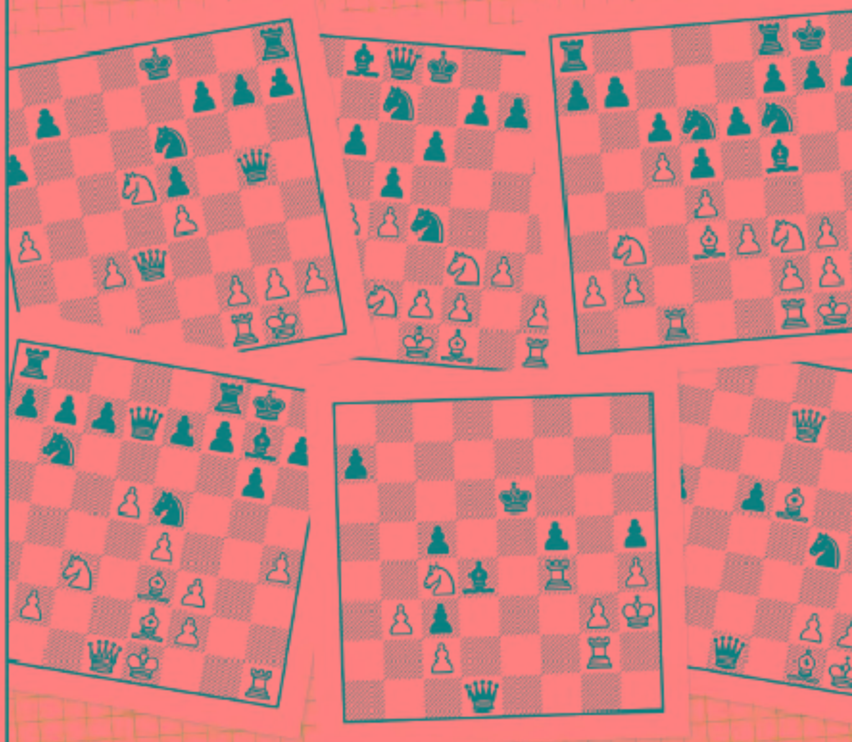
CHESS TESTS



Mark Dvoretsky

Chess Tests

Mark Dvoretsky

Foreword by Artur Yusupov

2019
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Milford, CT USA

Chess Tests

by Mark Dvoretsky

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Signs & Symbols

!	a strong move
!!	a brilliant or unobvious move
?	a weak move, an error
??	a grave error
!?	a move worth consideration
?!	a dubious move
=	an equal position
⩲	White stands slightly better
±	White has a clear advantage
+–	White has a winning position
⩱	Black stands slightly better
∓	Black has a clear advantage
–+	Black has a winning position
∞	an unclear position
#	mate
=/∞	with compensation
⇆	with counterplay

△	followed by
(D)	See the next diagram
W	White to move
B	Black to move
m	match
wm	match for the world championship
zt	zonal tournament
izt	interzonal tournament
ct	candidates' tournament
cm	candidates' match
ch	championship
ch(1)	championship, 1st league
wch	world championship
ech	European championship
f	final
sf	semifinal
qf	quarterfinal
ol	Olympiad

tt	team tournament
jr	junior competitions
corr	correspondence game
simul	simultaneous display

Foreword

Mark Dvoretsky managed to prepare this book for publication, but did not get a chance to write a foreword to it, so I had to assume this sad duty. Fortunately, he had time to talk about his concept with his friends and colleagues.

The diversity of subjects in the book is not accidental: the author's aim was to give his readers a chance to get acquainted with fascinating positions from various genres. Possibly you will find some themes more interesting and easy to understand; others will make you do some hard thinking. After having solved several test exercises, you should understand how good you are in this particular branch of chess. It might well happen that you would find your weak spot, but do not get upset, as this will be good news too. Consistent work with this book is going to help you strengthen your weaknesses and your play.

Independent solving of exercises has always been one of the most important components of our training sessions with Dvoretsky. Our regular studies began in 1975, and I well remember getting a new batch of positions to solve every week. Some tasks turned out to to be very difficult to solve and required great effort from me. Then every solution (or, sometimes, attempt at a solution) would be analyzed carefully. As far as I understand, such an approach allowed my coach to understand my chess abilities relatively quickly and concentrate on the most effective

directions of our work together.

A book format does not allow individual answers to all questions, but Dvoretsky's comments to the solutions will let you understand the nuances of these positions better.

My recommendations to readers are:

(1) Set up the board for every position;

(2) Write down your solutions;

(3) Carefully analyze all the variations of a solution from the book at the board;

(4) If you are unable to solve a position, put it aside for a time and then make a second go at it; and

(5) Do not be upset if your answer turns out to be worse than the one given in the book; the very attempt at solving may push you further.

Of course, those are only recommendations; experienced players do not need to be told what is the best way to work for them.

This book offers to our chess coaching colleagues material of very high quality for

working at various themes, from training of combinative vision to techniques of realizing advantages. Dvoretsky left behind a great chess heritage of many books and publications. I recommend using those materials for in-depth work in the directions mentioned in the book. If you follow this advice, then this volume will become a valuable addition to your chess studies, and will help you reinforce skills and knowledge you have already obtained.

And here is probably the most important point. Dvoretsky wanted to write a book that would not only teach some intricacies of chess, but would also be simply a pleasure to read for aficionados of the game, so he tried to amass the "tastiest" of examples here. I hope that this last book by him is going to achieve this, presenting its readers with many chess discoveries and joy of communication with the great coach and author.

Artur Yusupov
Weissenhorn, December 20, 2016

Editor's note. *Some of Mark Dvoretsky's explanations and helpful hints from his introductions to his books* Recognizing Your Opponent's Resources *and* Maneuvering: the Art of Piece Play *are also applicable (with minor amendments) to the present book.*

Among the exercises, you are going to find opening, middlegame and endgame positions taken from practical games and chess studies. You can also solve positions in the diagrams in the "Answers" section yourself when there is a question mark and an indication whose move it is to the left side of a diagram.

Comments in the "Answers" are rather detailed; they are not limited to quoting the only correct sequence of moves and side variations. My goal has been to reproduce the logic of the search for solutions to show how a player has probably made a correct decision over the board. However, reasoning and calculations which I offer here are not at all obligatory for everyone. Quite possibly, in many cases you would be able to reach the goal by other means, and this is perfectly normal as every one of us has a mind of his own and an individual approach to decision making.

Let me mention some technical conventions here.

As in all my books and articles, quotations included in the text are italicized. In the answers to exercises, moves of a main line of a solution are put in bold, whether or not those may have occurred during the game.

Studies are sometimes not given from their original positions; in those cases the name of an author is provided with an asterisk (*). The same symbol is used for

practical positions that did not happen during the game but arose during analysis. The solution to each set of tests is indicated at the bottom of the page on which the test appears.

Most examples are taken from my “card index” which I have been working on for several decades. Quite understandably, I have already used many successful examples in my previous books, so is it really so rewarding to offer them once again here? A compromise decision was made: I included some examples again, in many cases after having refined a number of variations.

I would also like to note that very often in the “Answers,” not only are the solutions annotated, but also the following course of the game. In order to appreciate the positional advantages of a decision more deeply, it is useful to get acquainted with future developments. Apart from that, in the process of analyzing you will encounter new interesting and instructive situations, both positional and tactical.

Mark Dvoretsky

April 2016

Chapter 1

Training Combinational Vision

Examples that are used for Training Combinational Vision contain effective tactical ideas which, although not that obvious, nevertheless, do not require a detailed calculation of variations. At an early stage of chess training, a coach has to introduce his students to typical, commonly encountered combinations. All existing instructional books are filled with those. I work with chessplayers who have already passed through this stage and thus select for them less standard examples which require great inventiveness.

Here I offer three tests to you:

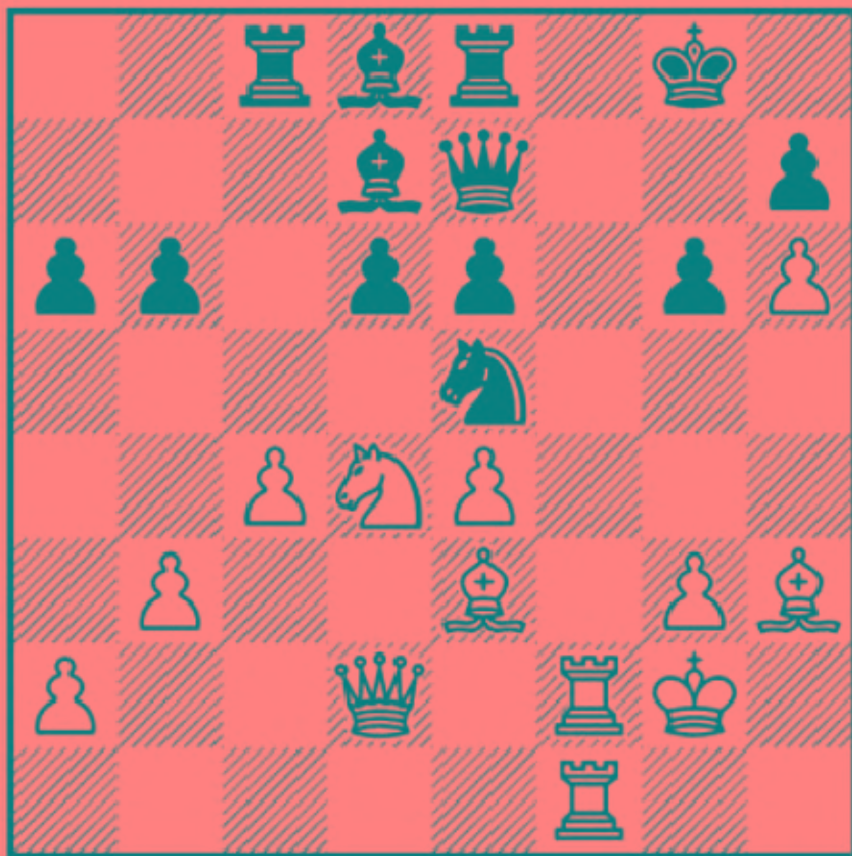
Fantasy # 1 contains six beautiful combinations taken from practical games.
Fantasy # 2 presents six fine studies with combinations that seem to be even more unusual.

"Tasty Tactics" includes 20 exercises divided into five small tests. First are the simplest, while the last ones are more difficult. I recall that I prepared this test for publication as a kind of a New Year's gift for my readers: I not only wished to give them a chance to train themselves one more time, but hoped to bring them the joy of following elegant combinations that give real aesthetic delight.

Fantasy #1

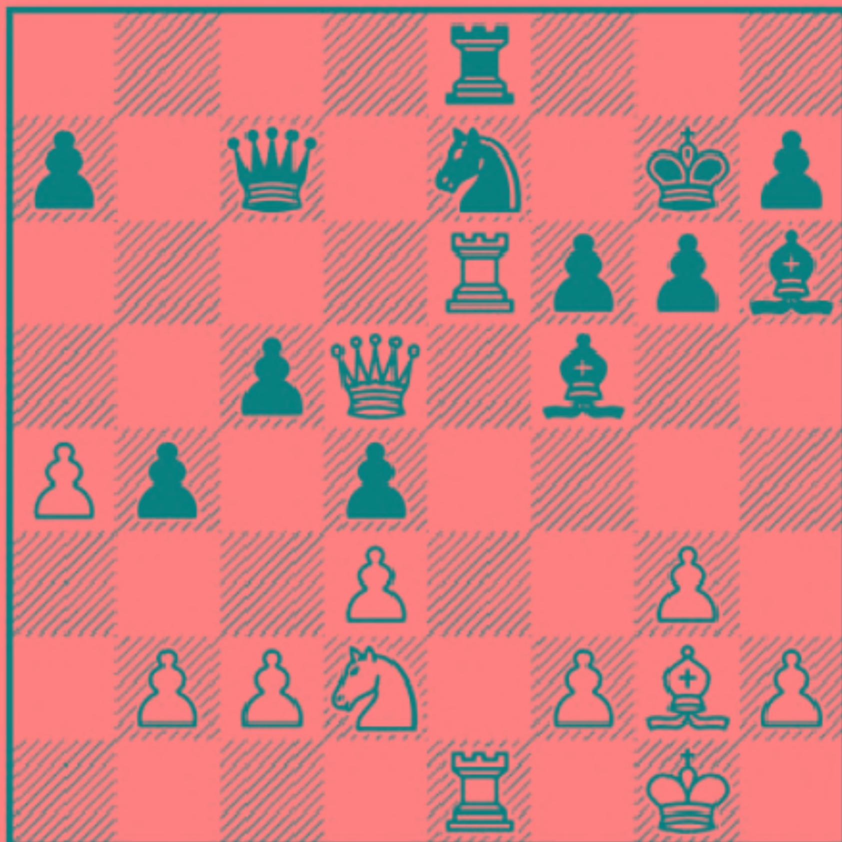
1

W?



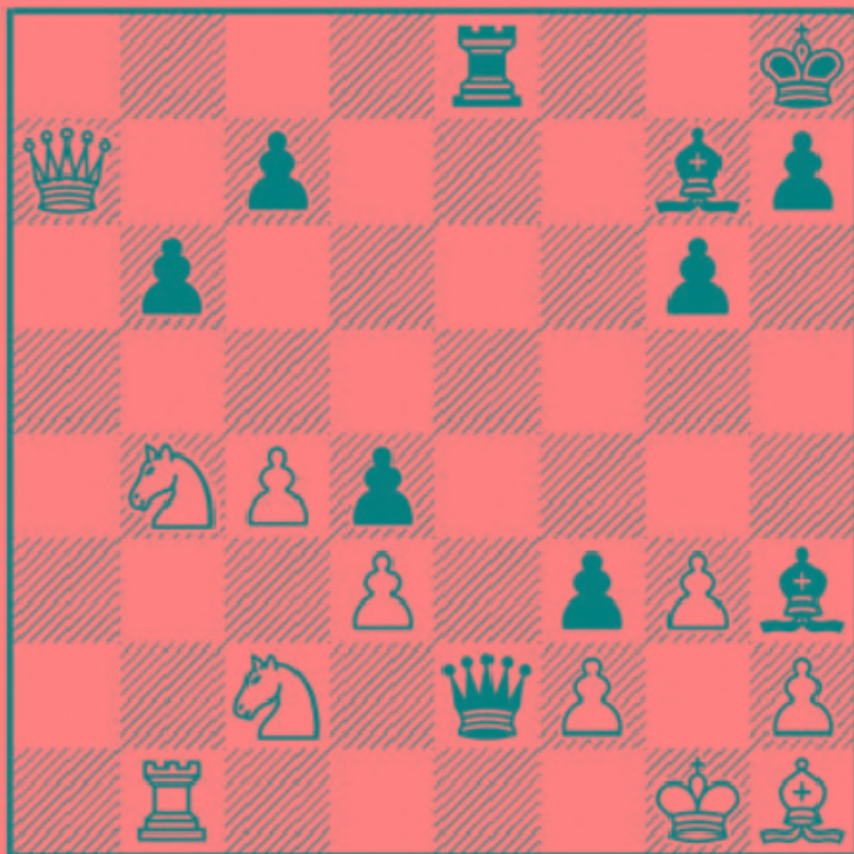
2

W?



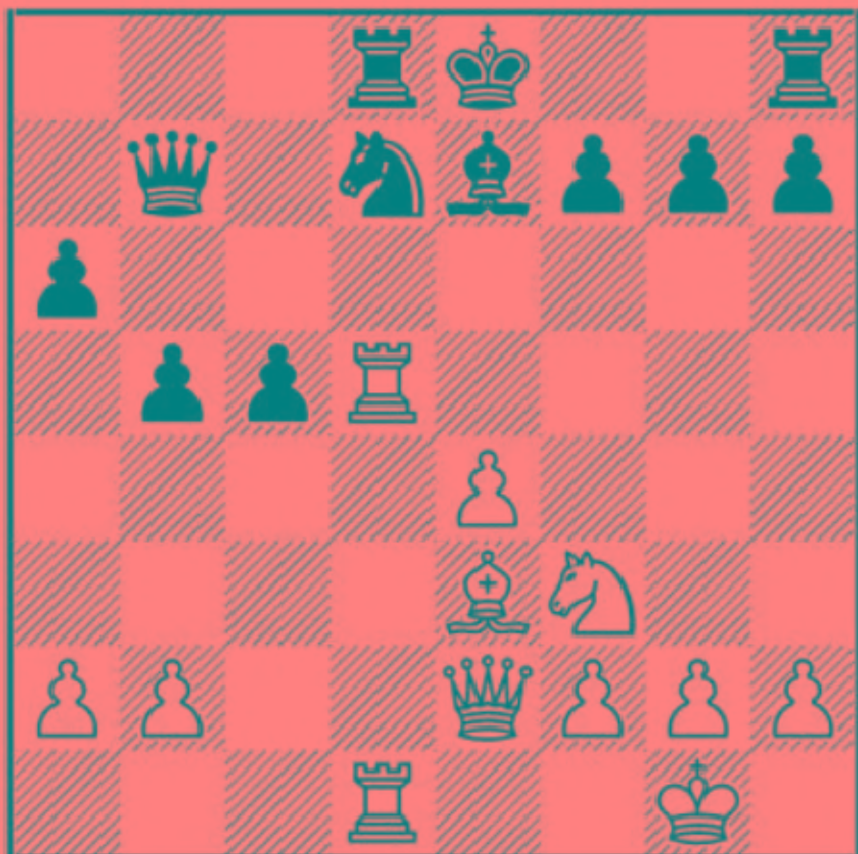
3

B?



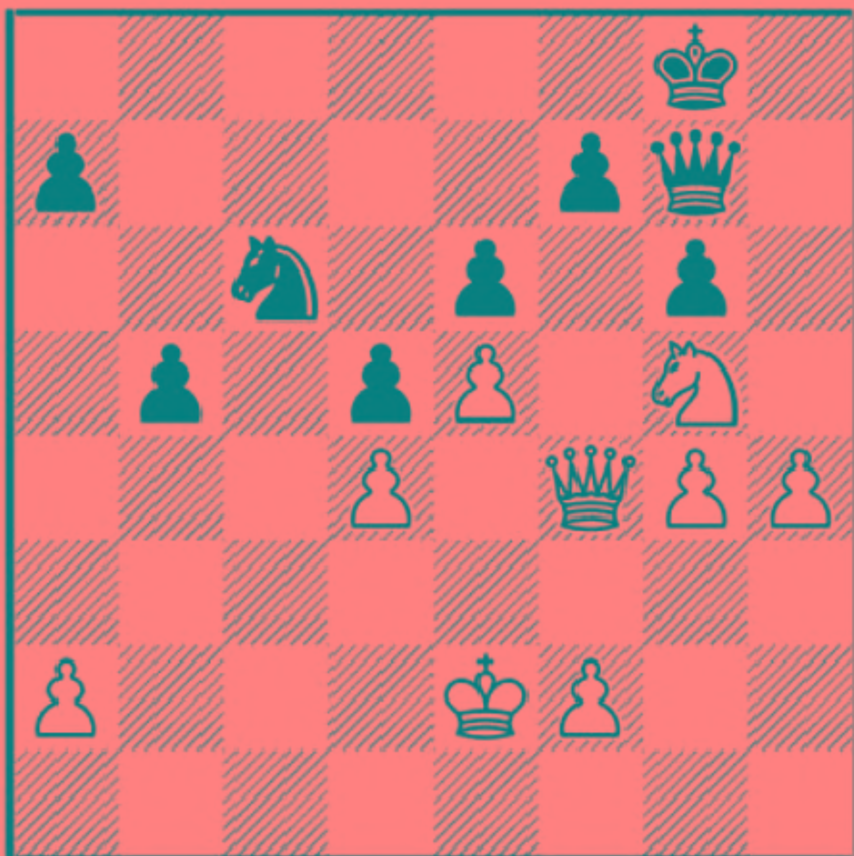
4

B?



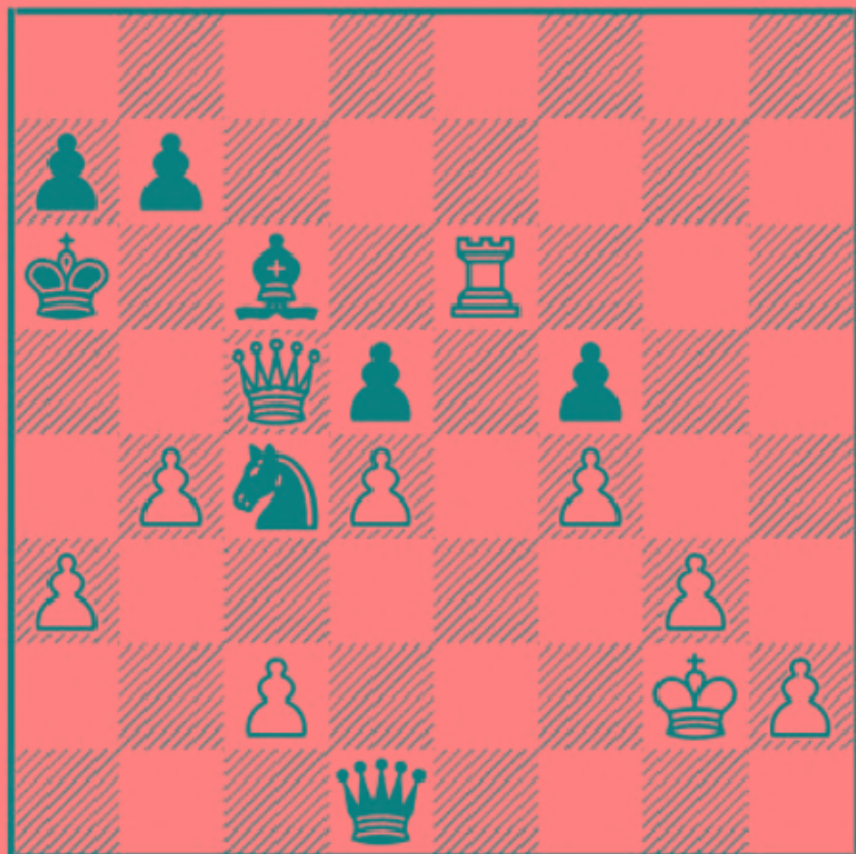
5

W?



6

B?

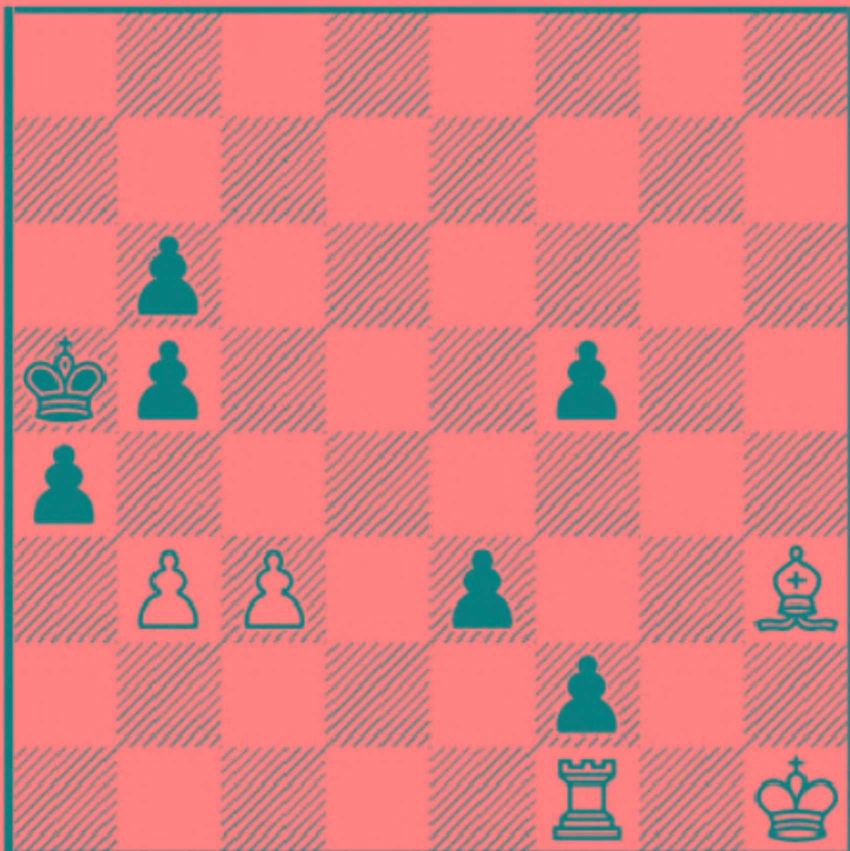


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Fantasy #2

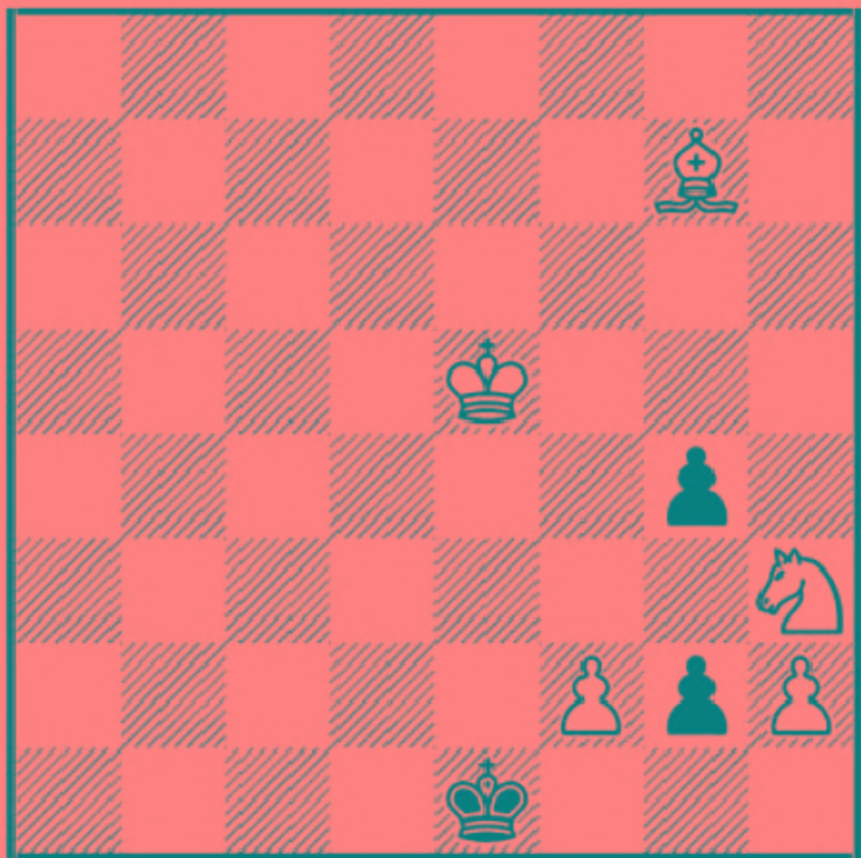
1

W?



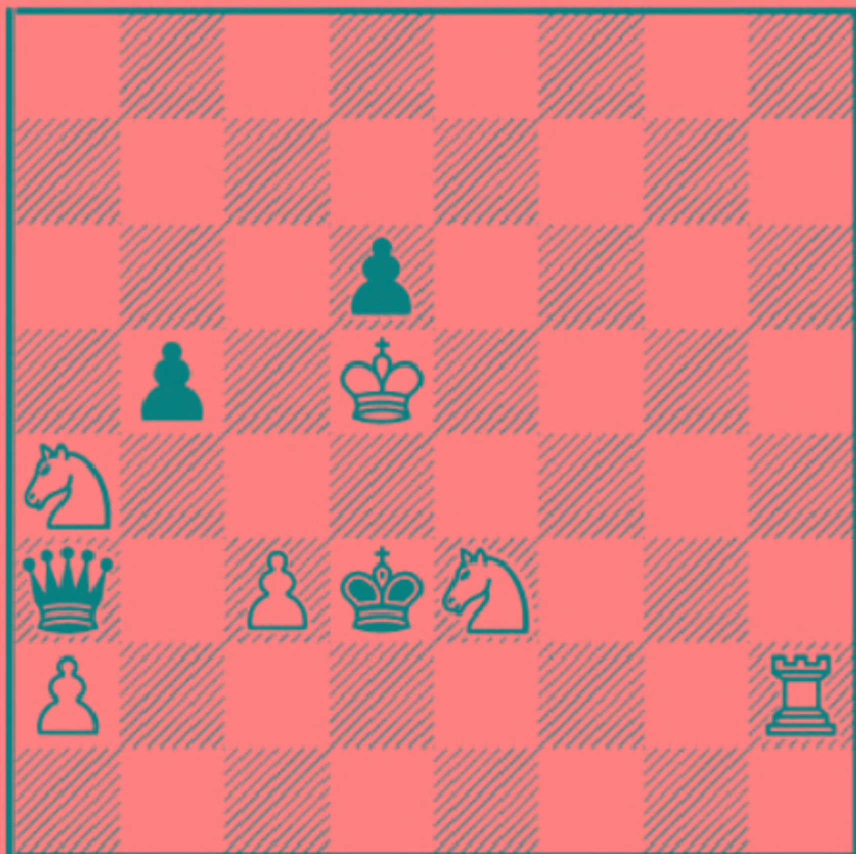
2

W?



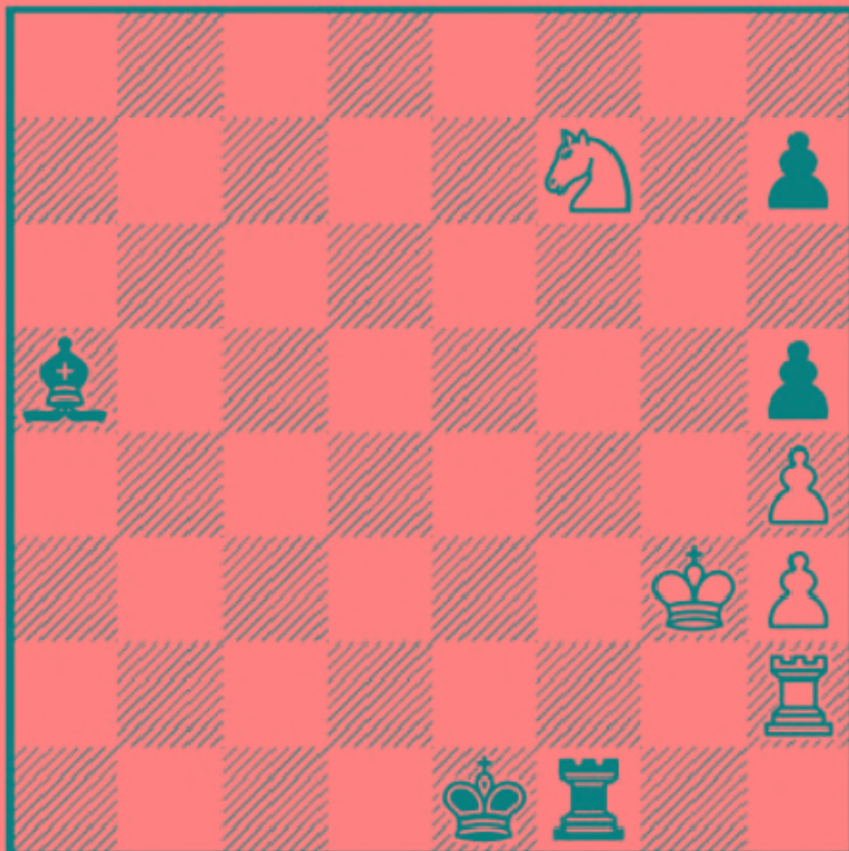
3

W?



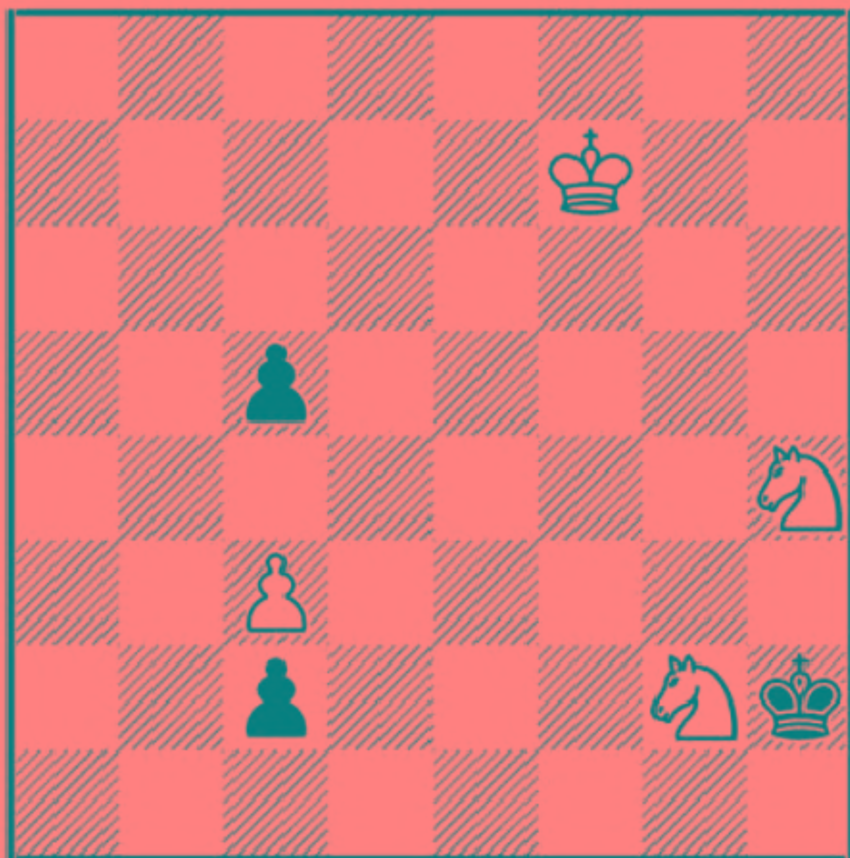
4

W?



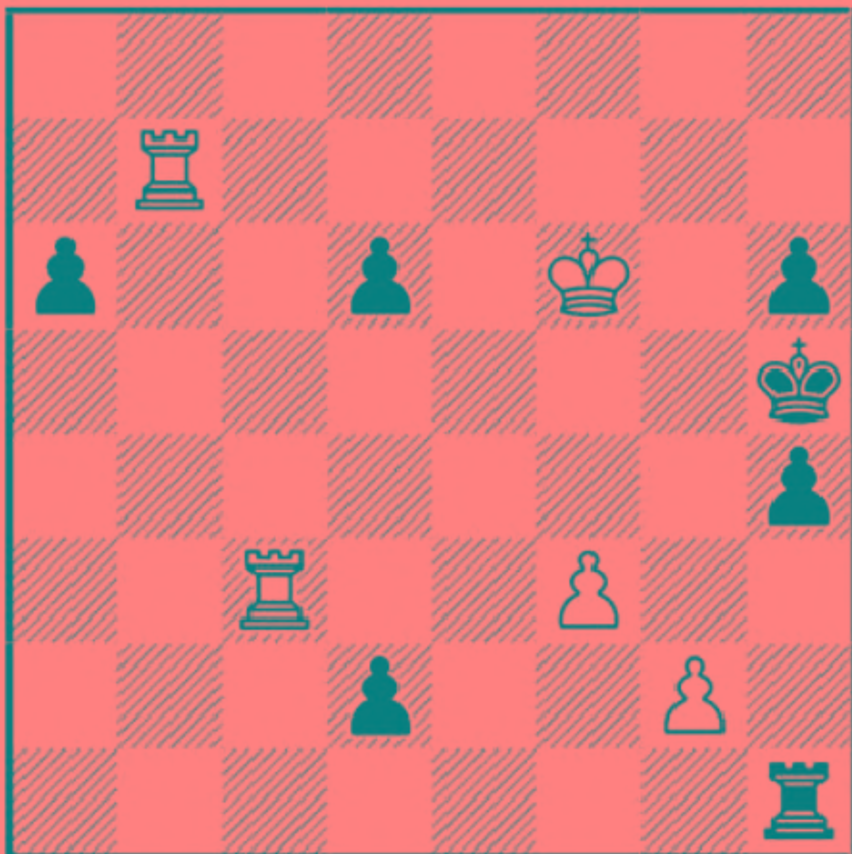
5

W?



6

W?



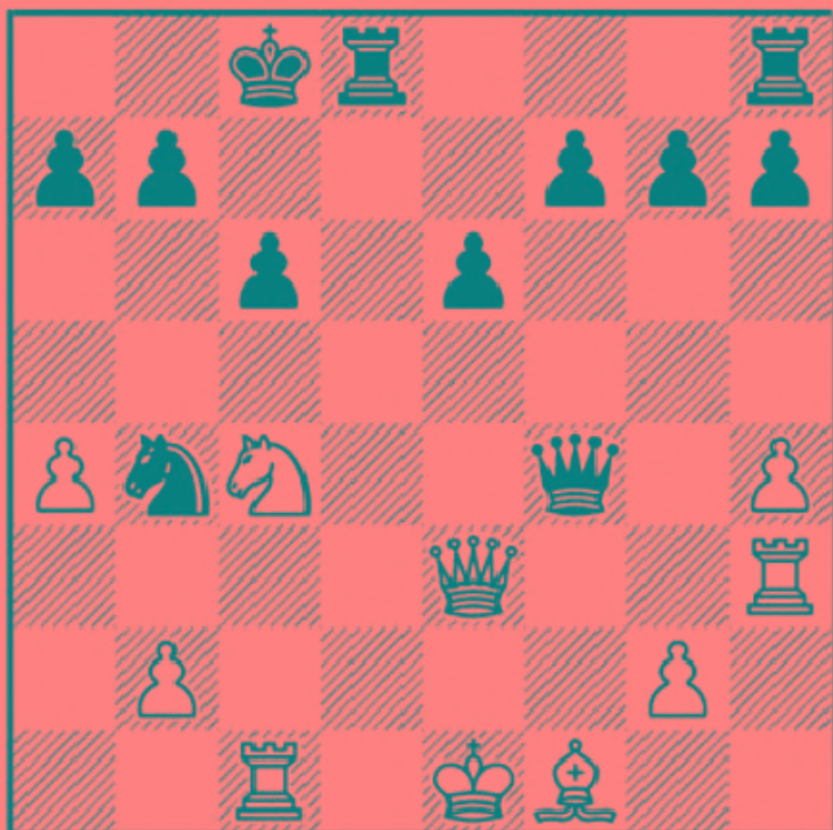
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"Tasty" Tactics #1

The initial exercises are the simplest. They are kind of a warming-up. As a rule, solutions consist of one or two strong moves.

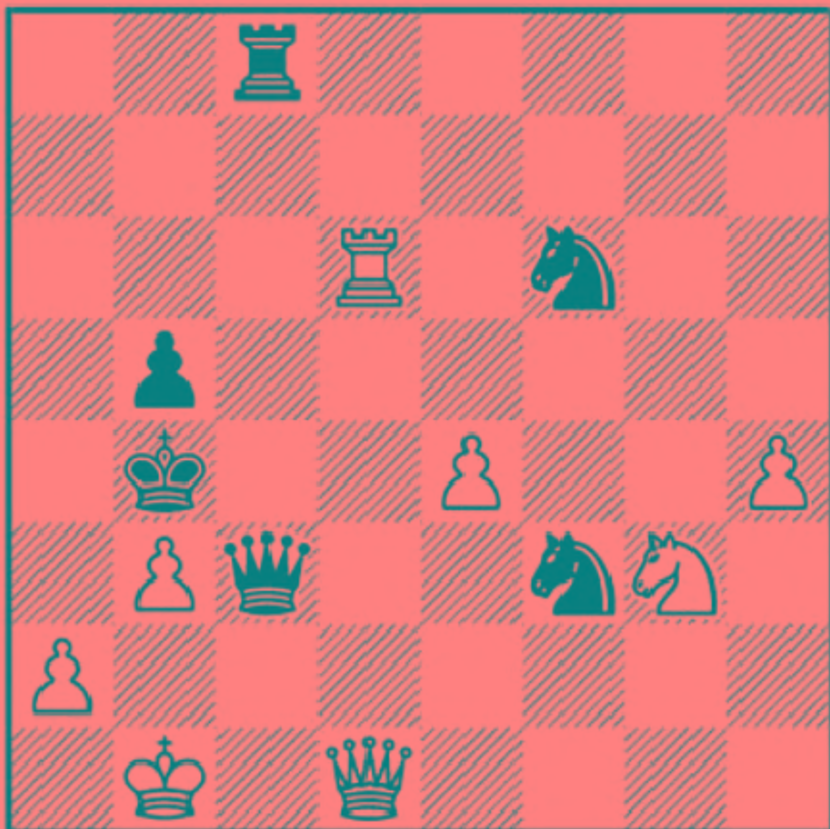
1

B?

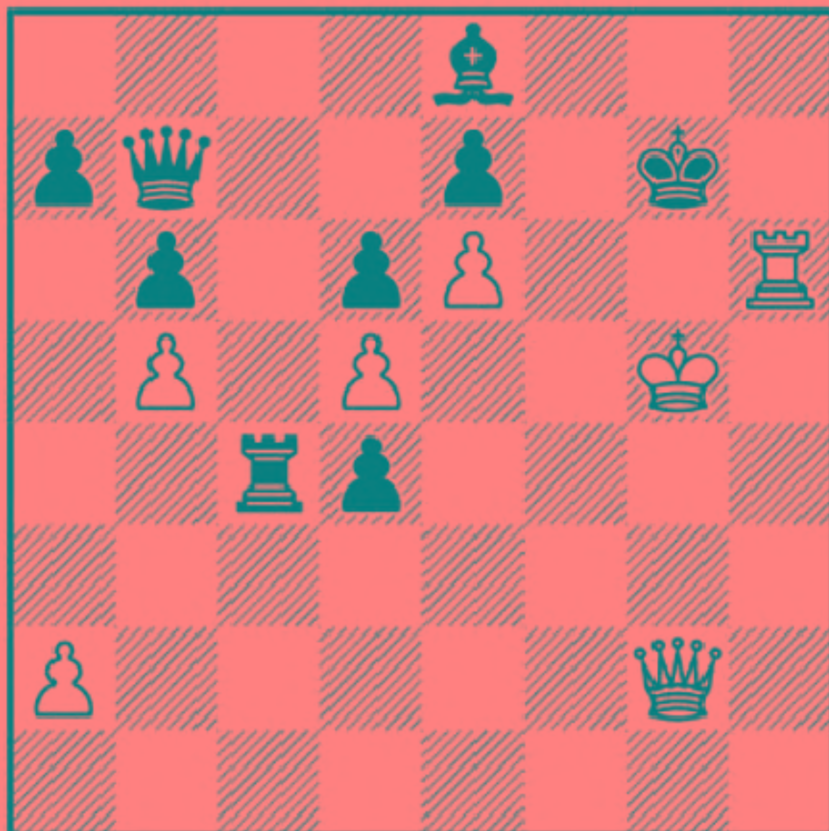


2

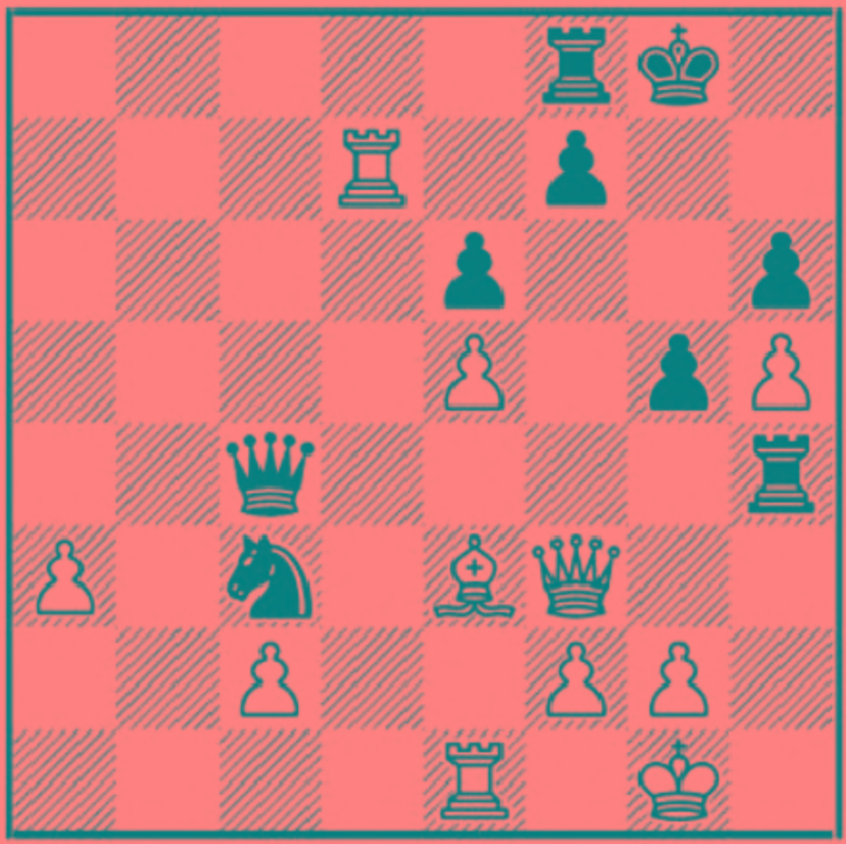
B?



W?



B?



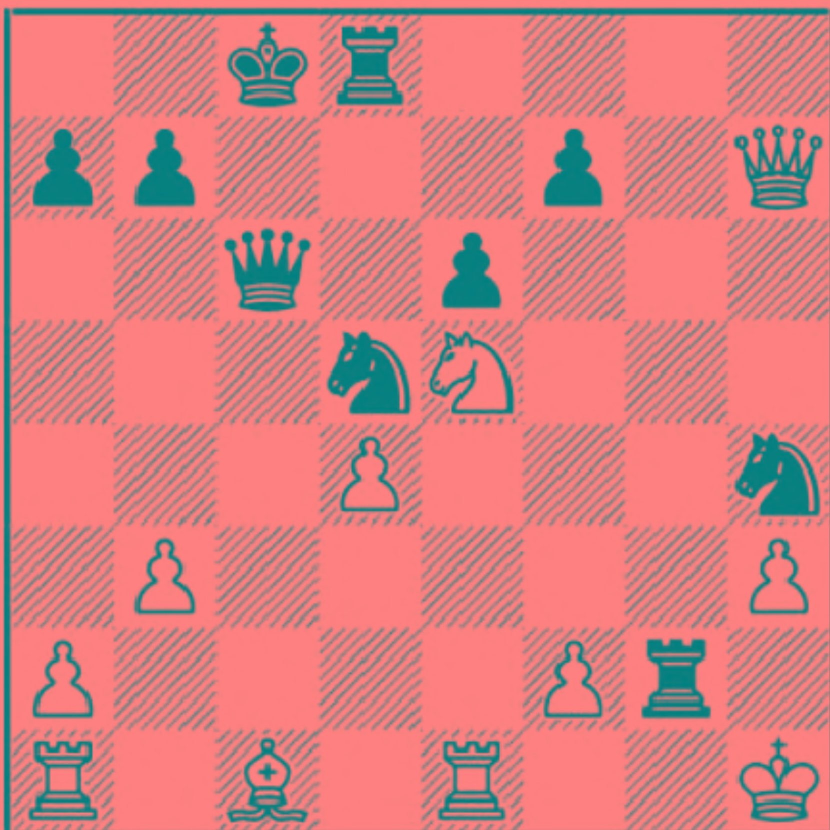
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“Tasty” Tactics #2

Exercises that I offer in this test are roughly similar to the tasks in the first one, but the way to the goal will be slightly longer. However, I do not think that it is going to make your task any more difficult.

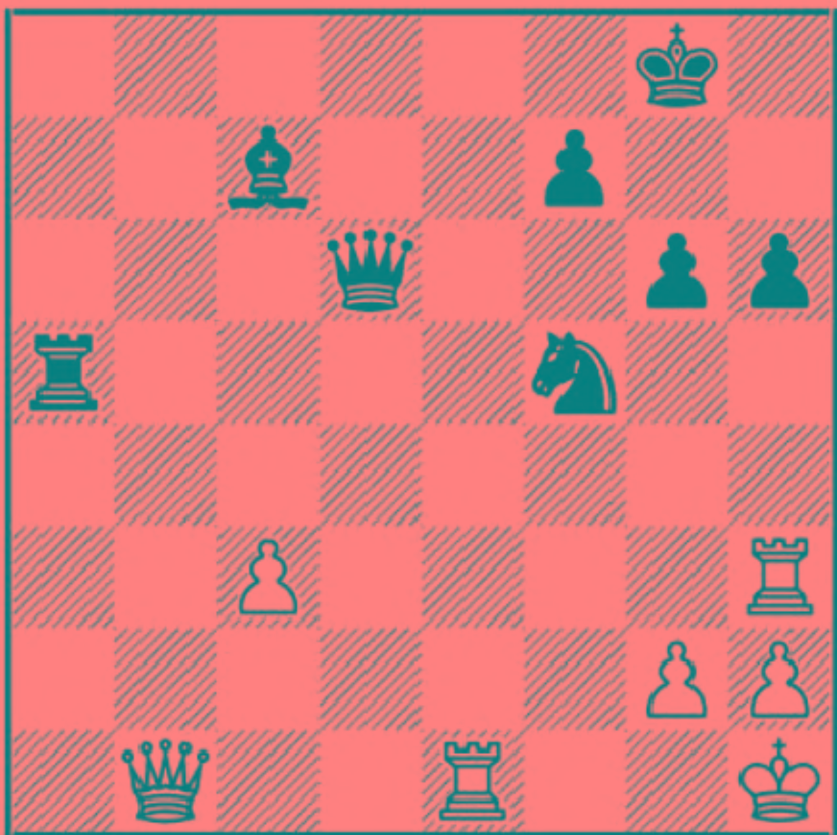
5

B?

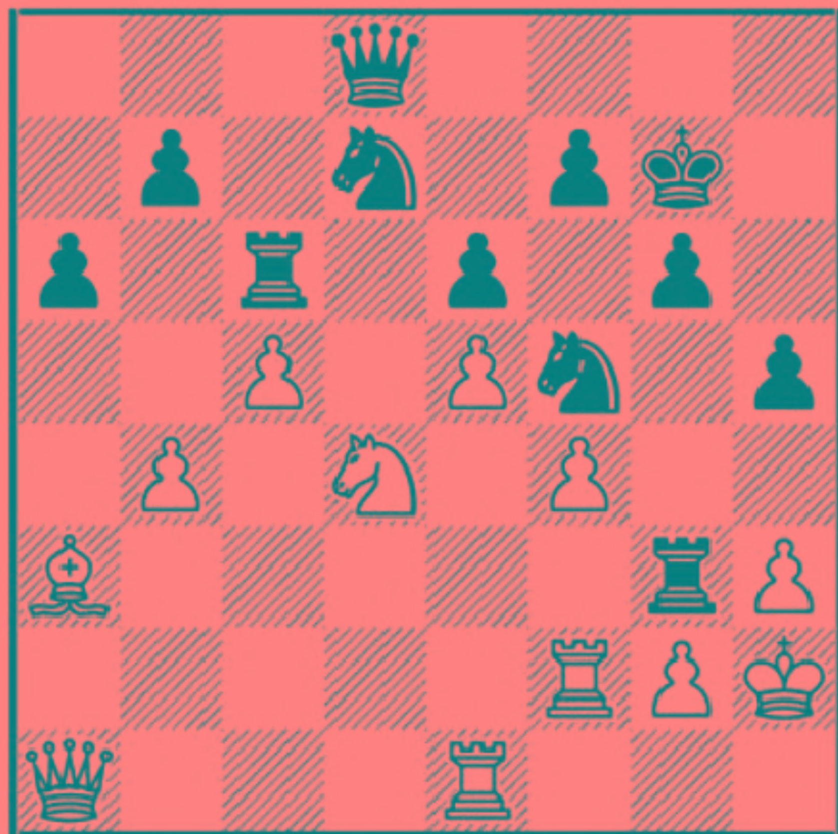


6

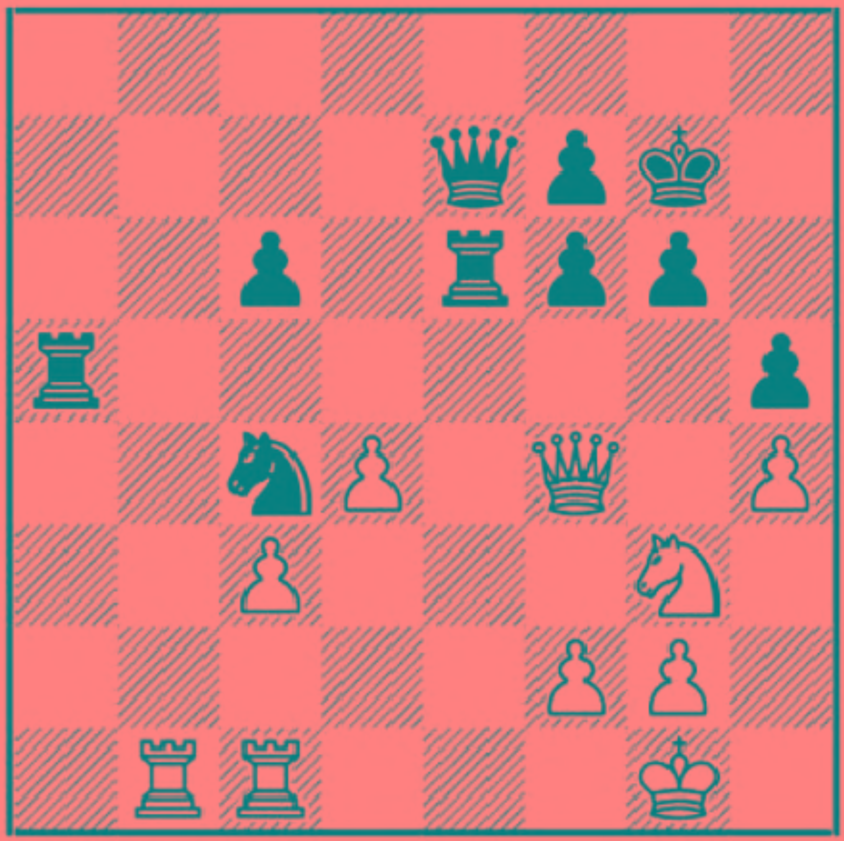
B?



B?



W?



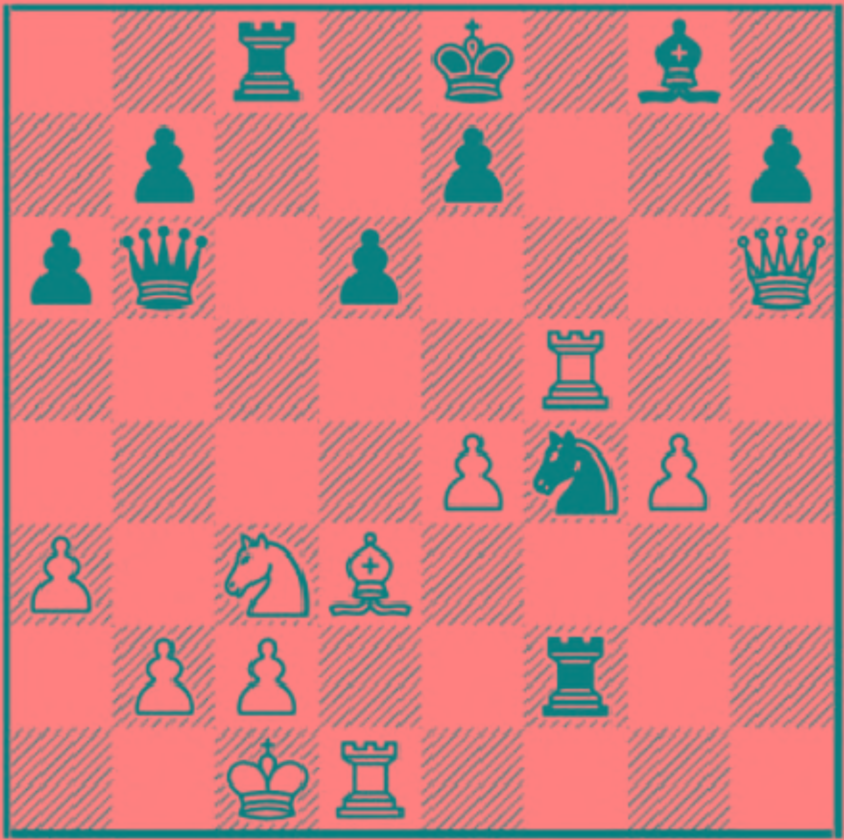
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"Tasty" Tactics #3

All the solutions in this set start with quiet unorthodox moves.

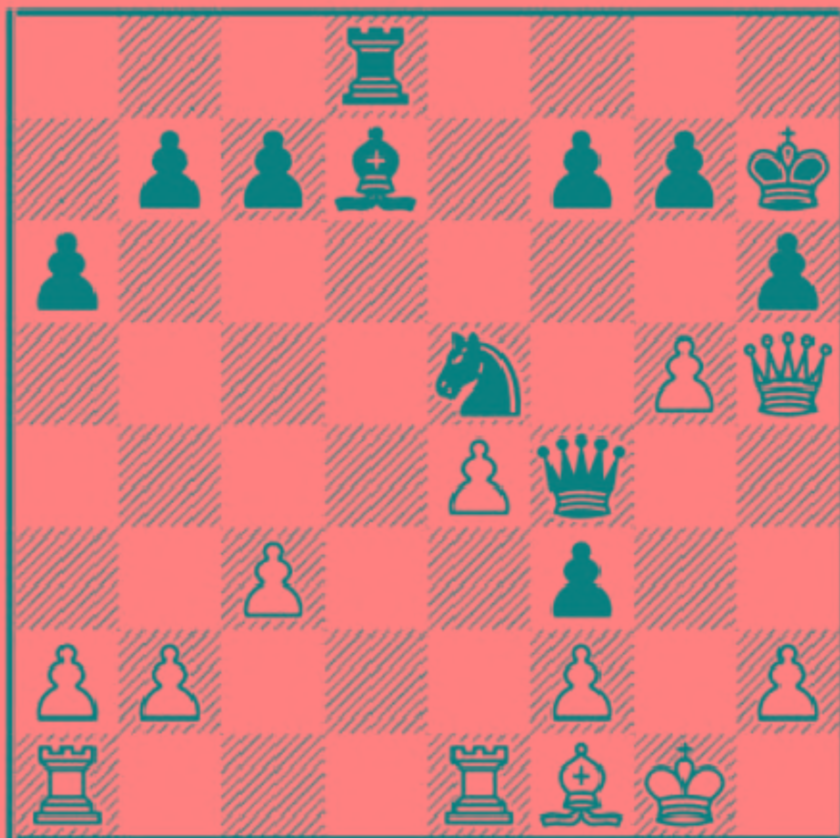
9

B?

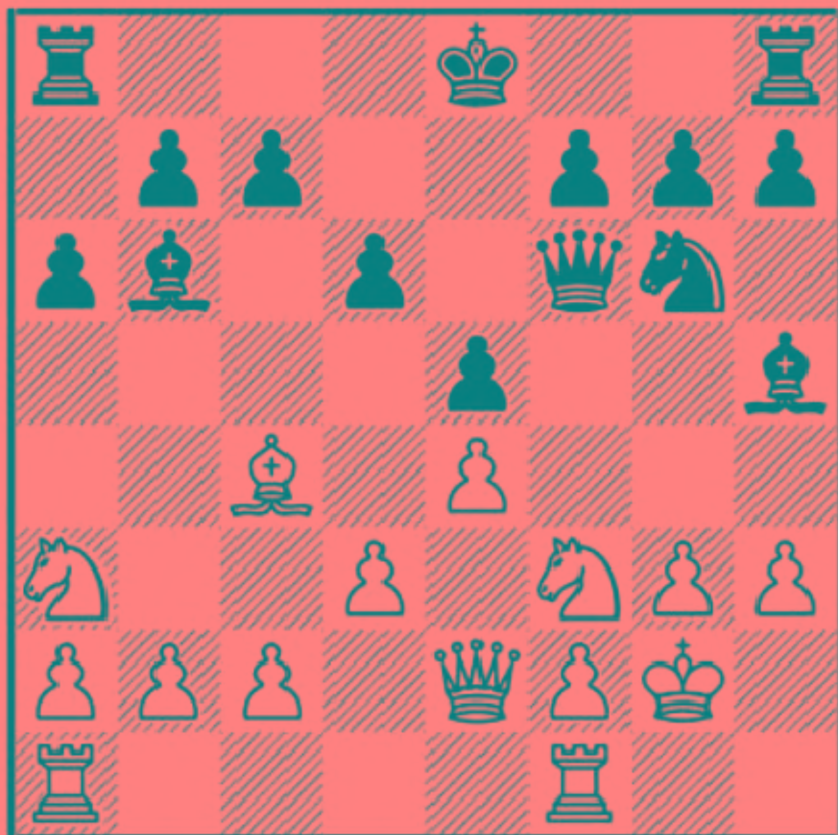


10

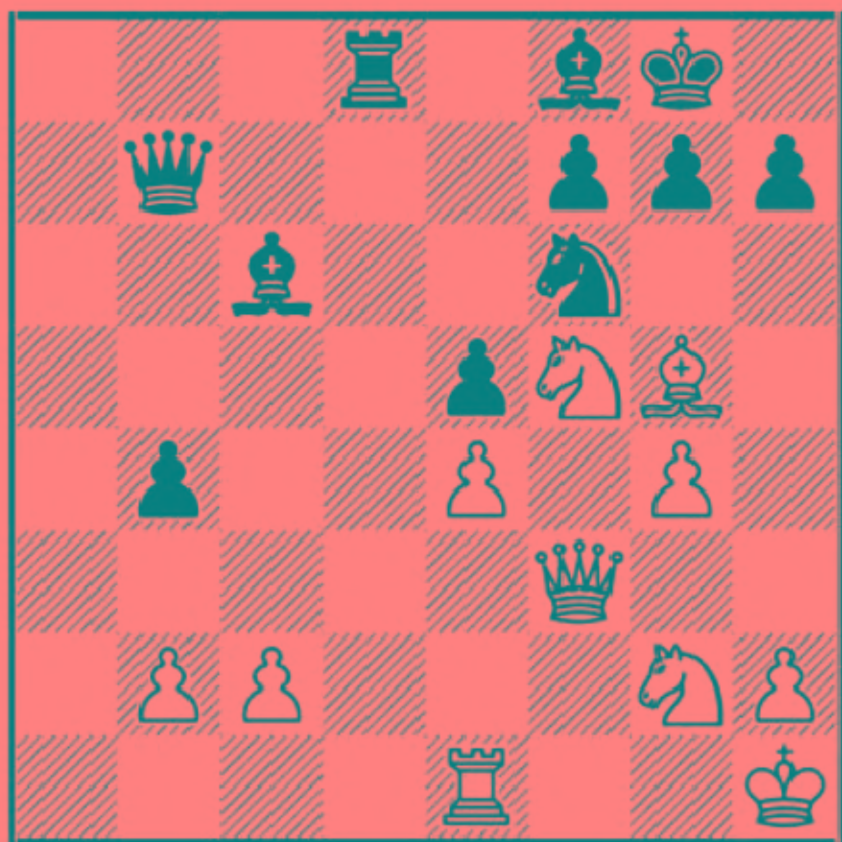
B?



B?



B?



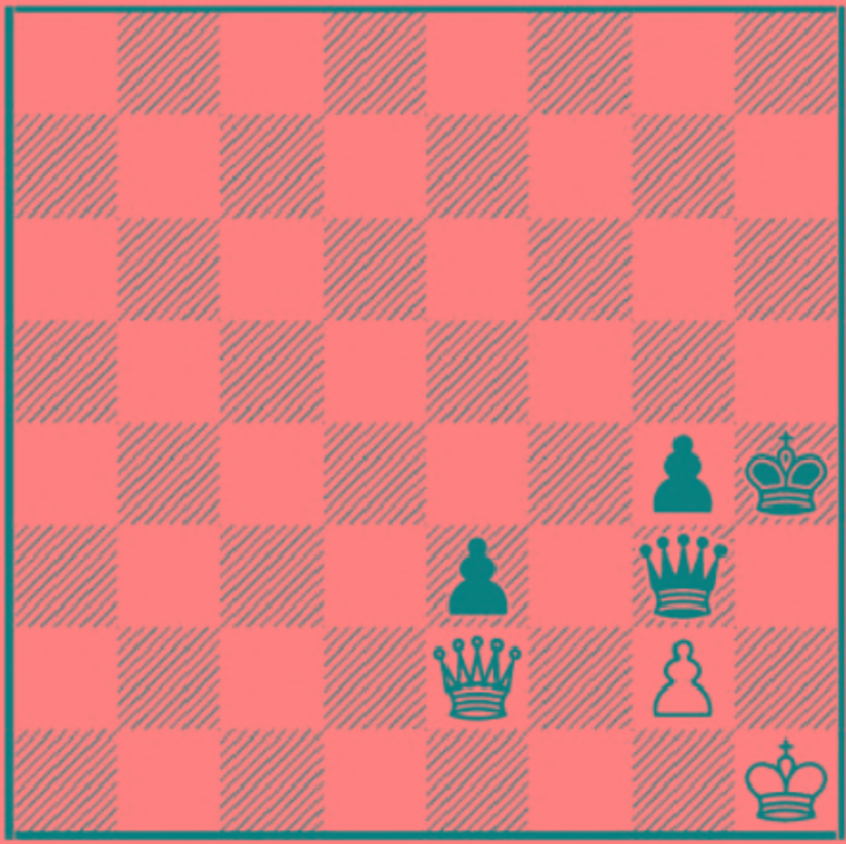
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"Tasty" Tactics #4

In all the previous exercises you had to find a win, but there are not only brilliant offensive moves; sometimes the defensive ones can be equally glorious. As for spectacular surprises that have been prepared by an attacking opponent, it is important to foresee and defuse them in advance.

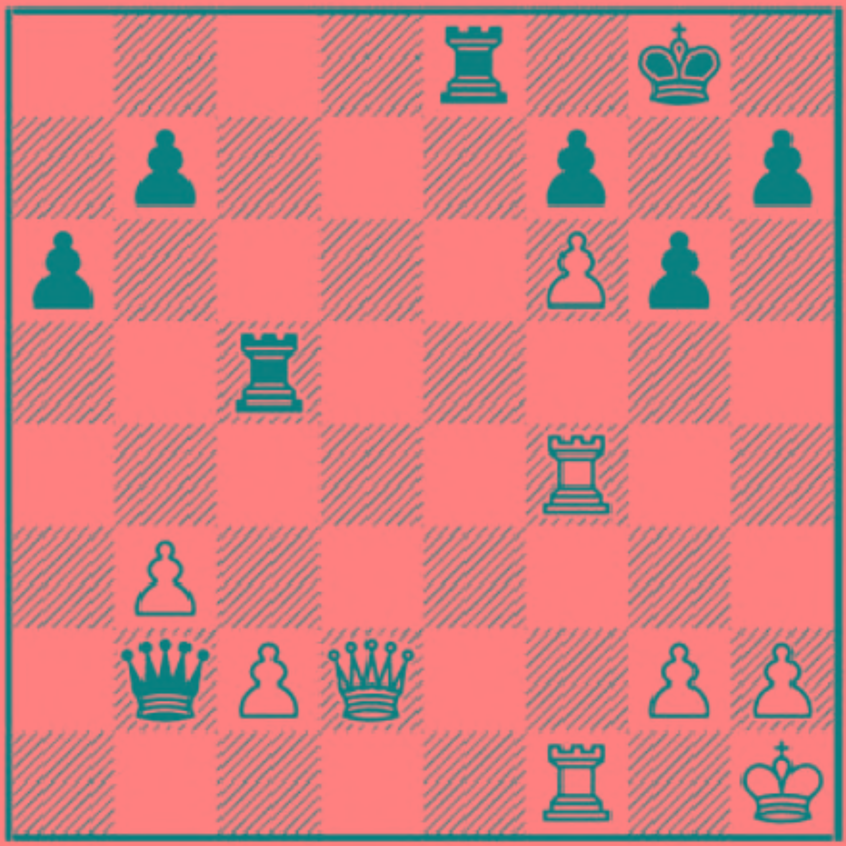
13

W?



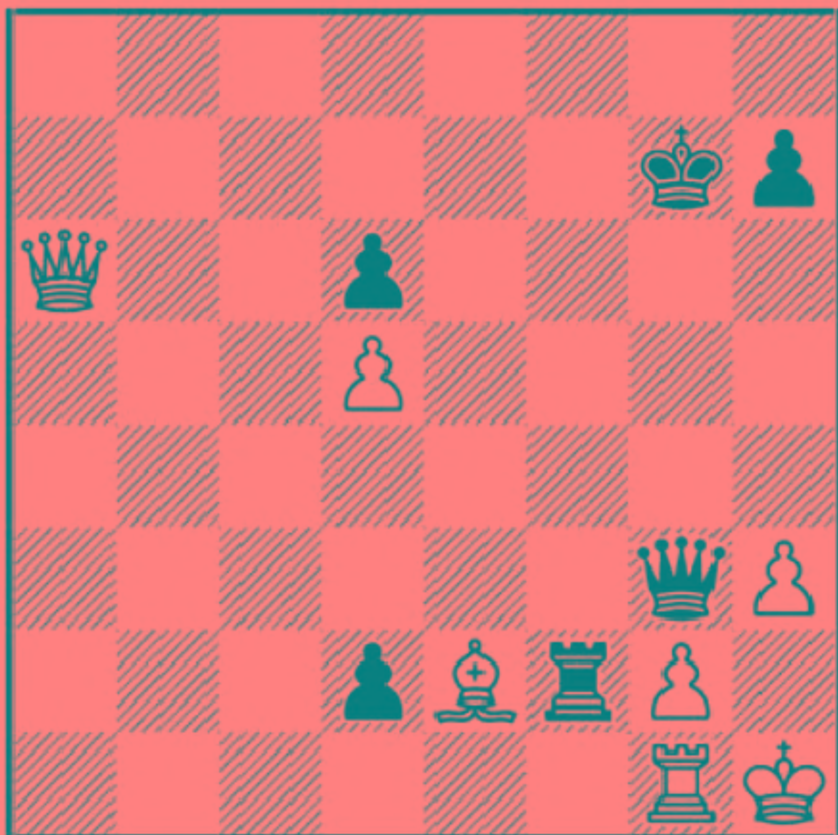
14

B?

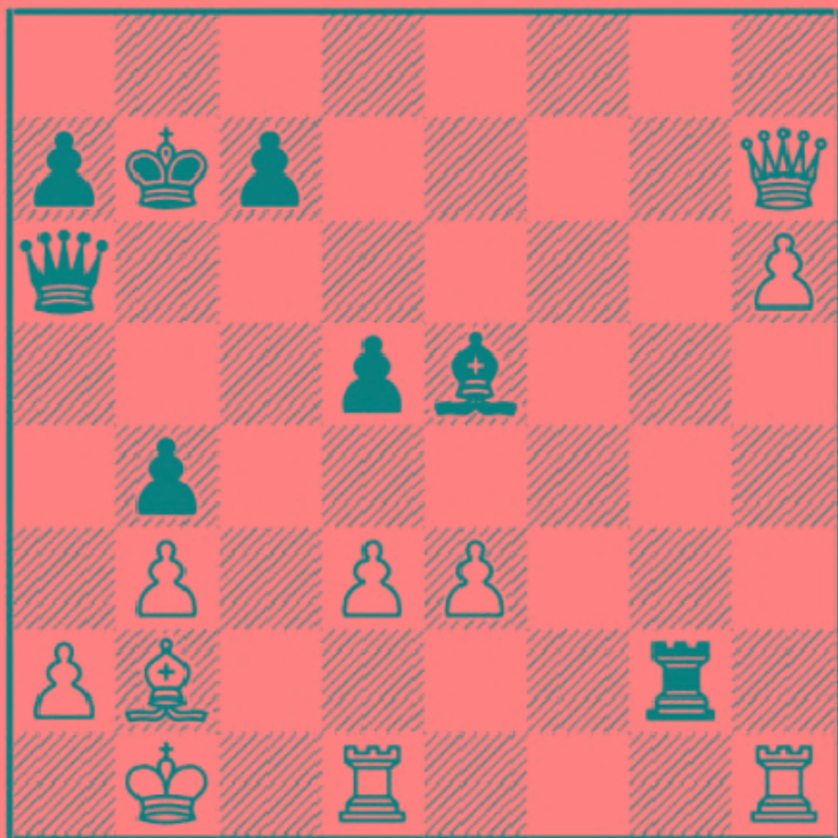


Can Black take on c2?

B?



W?



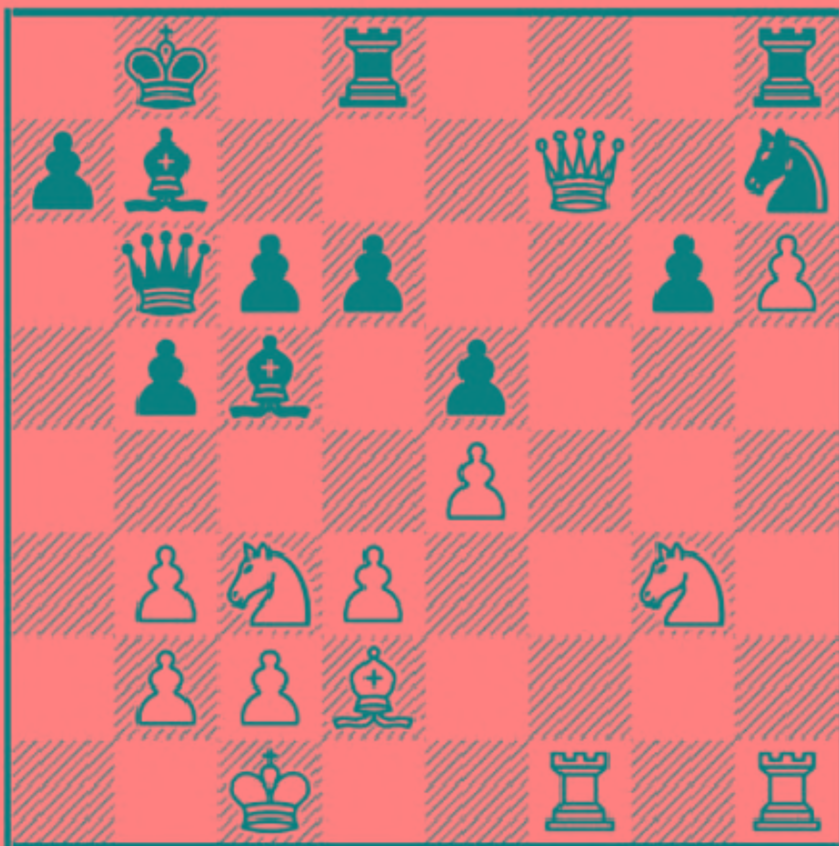
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“Tasty” Tactics #5

This final test is probably the most difficult one. Here you will certainly have to calculate variations, although there will not be many branches. The focal point remains the same – finding a beautiful idea.

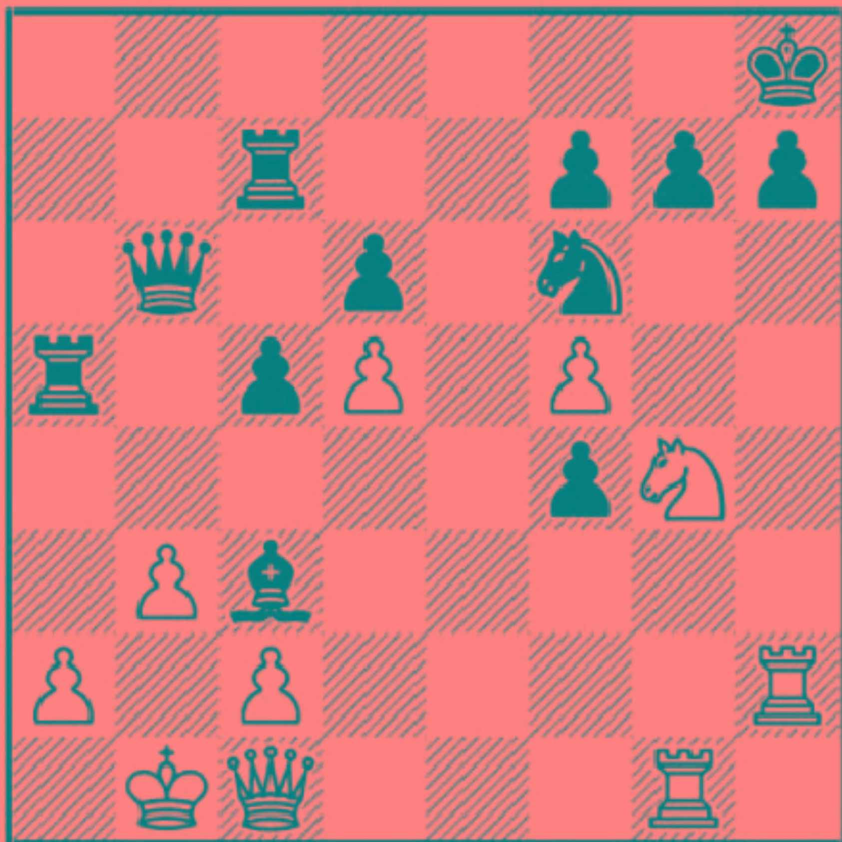
17

W?

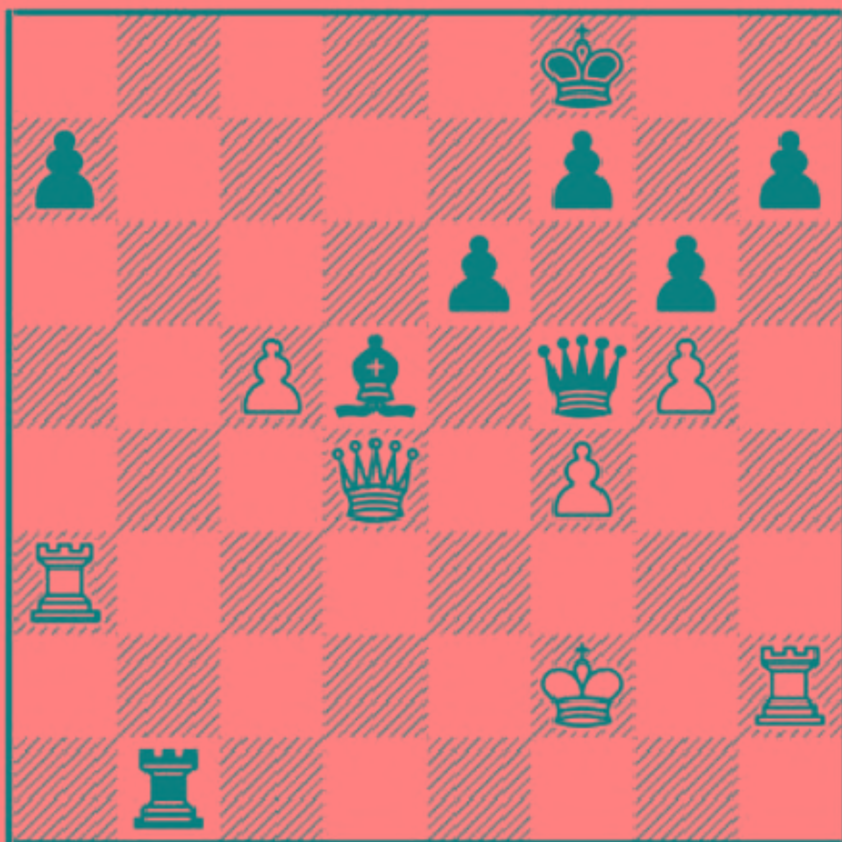


18

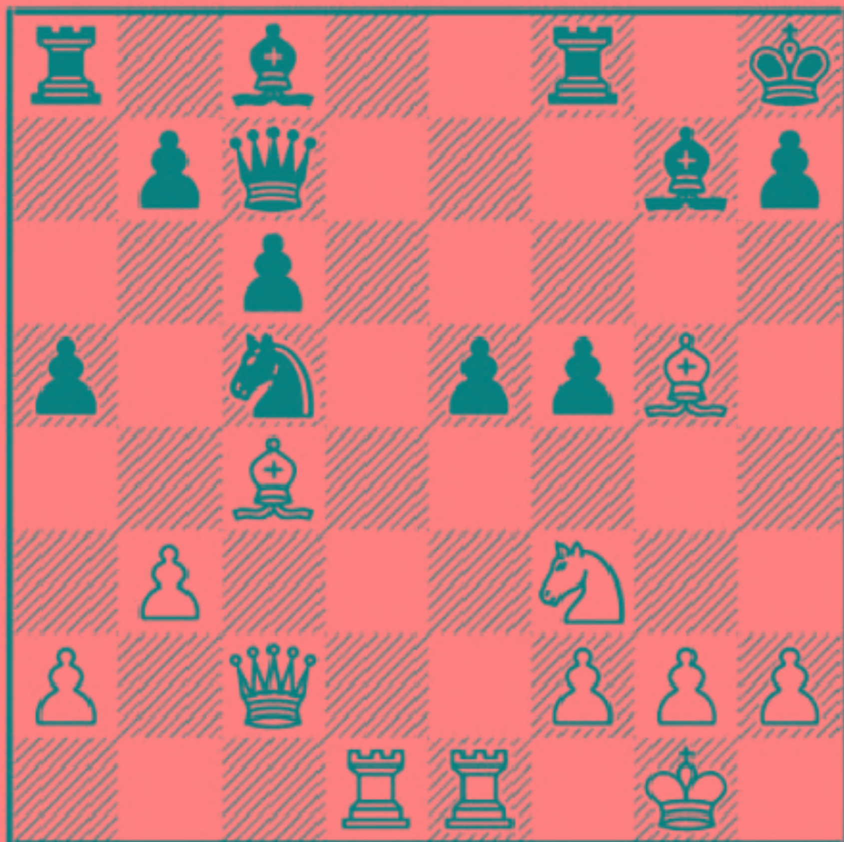
W?



B?



W?



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Chapter 2

Candidate Moves

The most important component of a rational calculation of variations is the ability to single out in time every candidate move that is worth examination. We are not always capable of seeing the strongest continuation immediately: sometimes it can be rather obscure. It often happens that we get tempted by an opportunity that looks attractive at first glance, so we dig into it, forgetting to look around for other possible continuations.

There are chapters dedicated to searching for strongest candidate moves in several books of mine, among them *School of Chess Excellence Volume 2: Tactical Play*; *School of Future Champions 5: Secrets of Creative Thinking* and *Chess Lessons: Solving Problems & Avoiding Mistakes*. You will find not only methodological recommendations on the subject there, but also exercises of various levels of difficulty that contribute to the development of this skill.

It is understandable that many exercises directed at training combinational vision teach us to search for hidden candidate moves too. However, the strongest moves are not necessarily connected with combinations and sacrifices. Here I offer you several tests where, for practical purposes, you would not have to calculate

variations. What is really required is the search for opportunities. You are going to see that, in many cases, it is not difficult at all to find them; all you have to do is remember to think in this direction.

Tests **Candidate Moves #1** and **#2** are rather easy, so give yourselves no more than a half-hour for solving all six exercises in each of them. “**Candidate Moves #3**” is slightly more difficult.

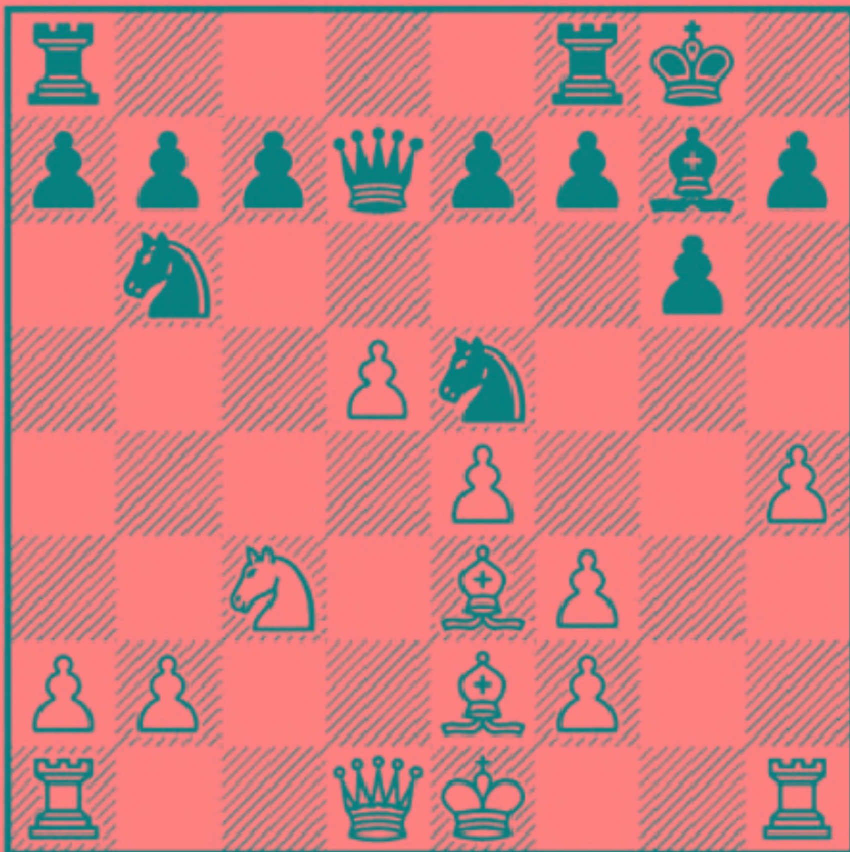
Random Tactics is a small collection of fragments in which opponents traded blunders under quiet conditions. You will have to find those errors.

Profound Quiet Moves is a selection of eight exercises in which a modest advance of a piece changes a supposedly well-established evaluation of a position dramatically – or even immediately determines the outcome of the battle. I have always been impressed by the mystique of such situations: why does one of many moves which appear equal in strength suddenly turn out to be much stronger? What hidden laws of chess geometry manifest themselves here and how do we learn to follow them? I recommend that you should find my article in the site e3e5.com archives (January 2006), where this test is preceded by several exceptionally striking examples. Getting acquainted with them will not only help you to understand our current subject better, but I am also quite sure that you are going to enjoy them greatly.

Candidate Moves #1

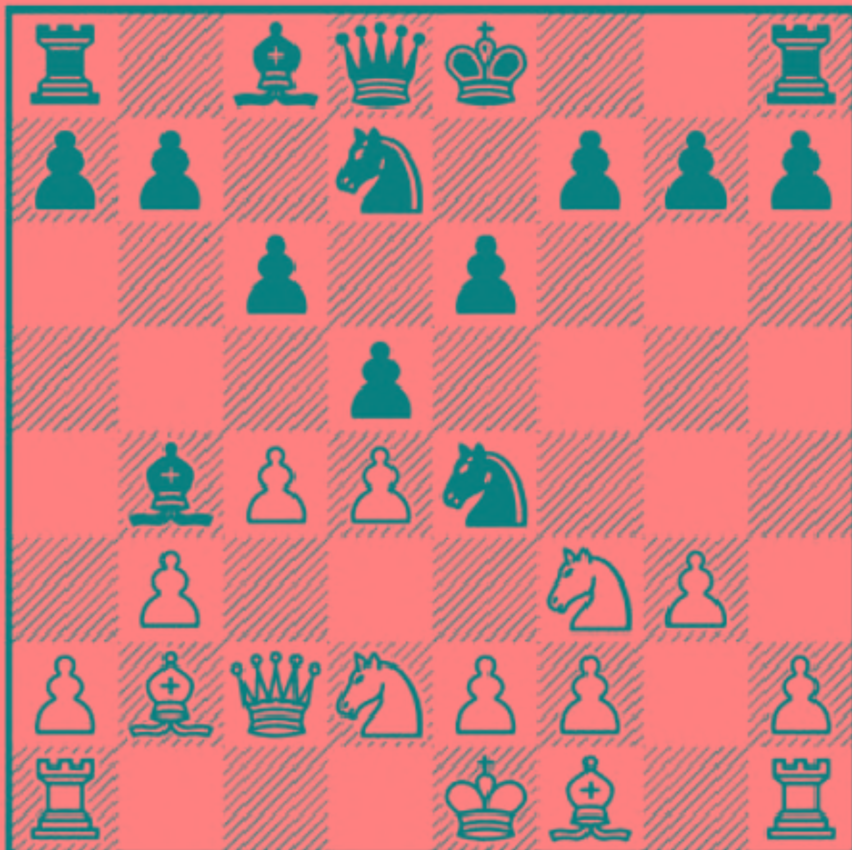
1

W?



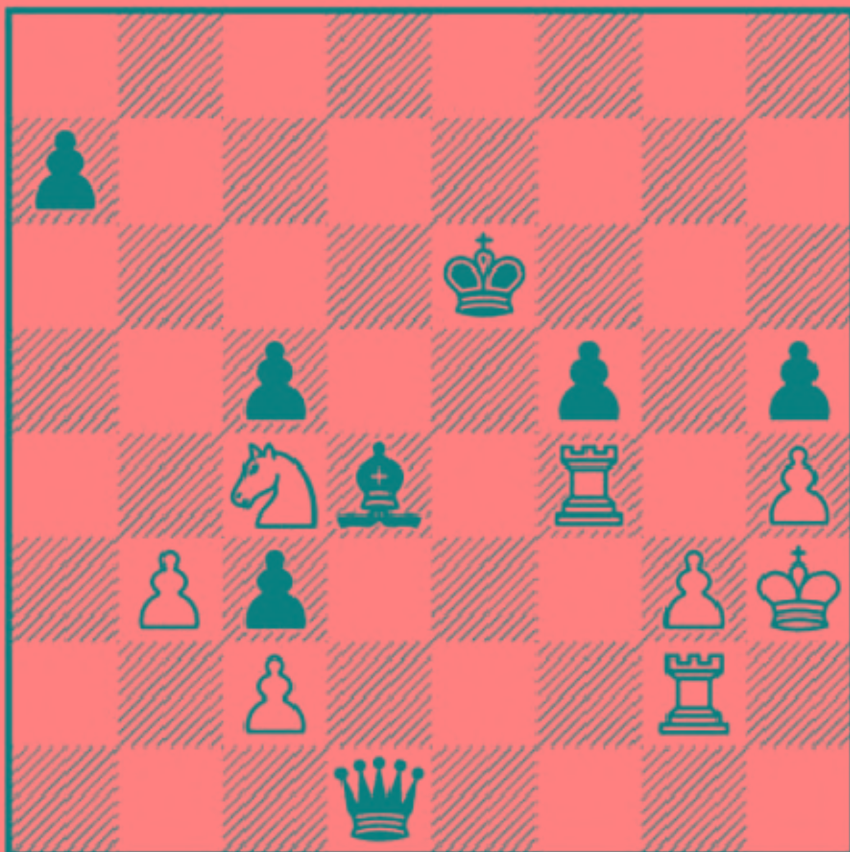
2

B?



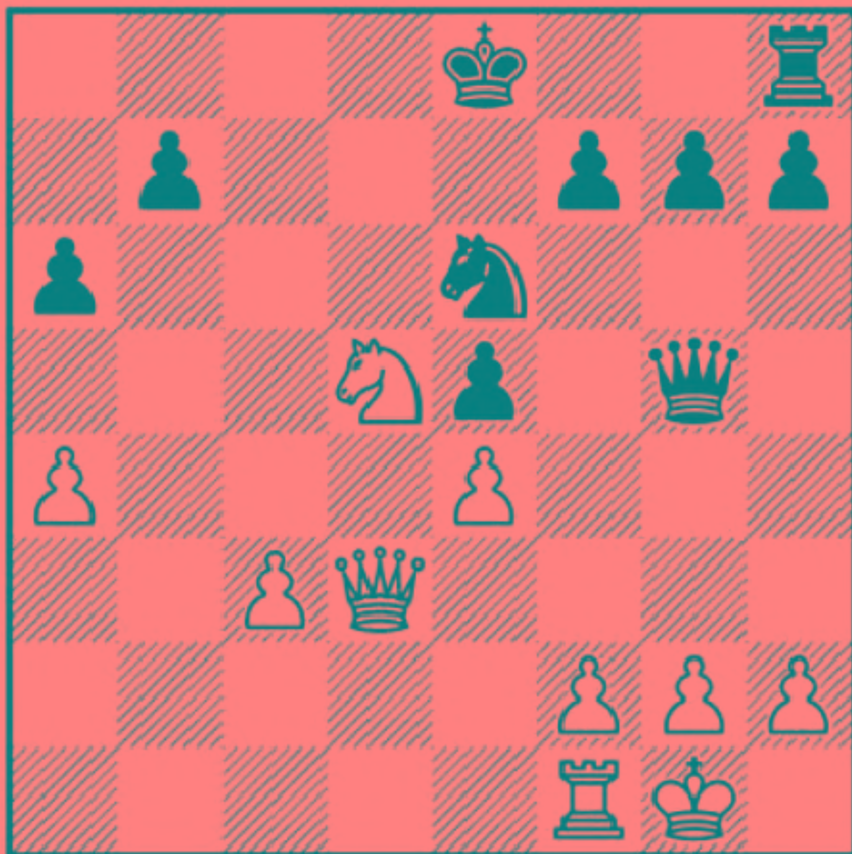
3

B?



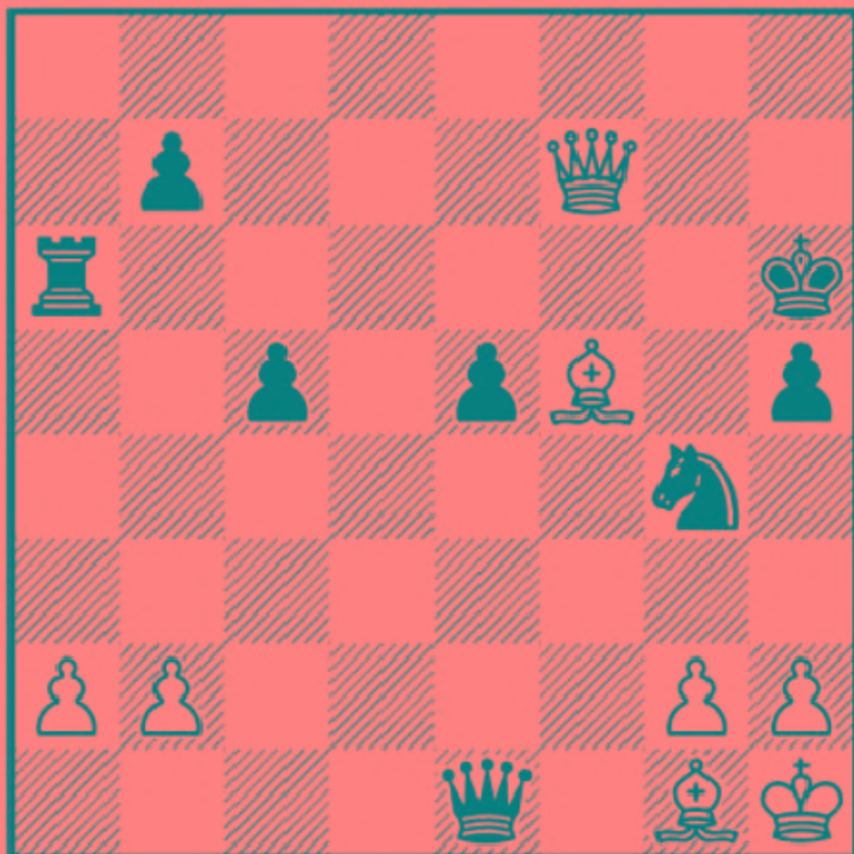
4

W?



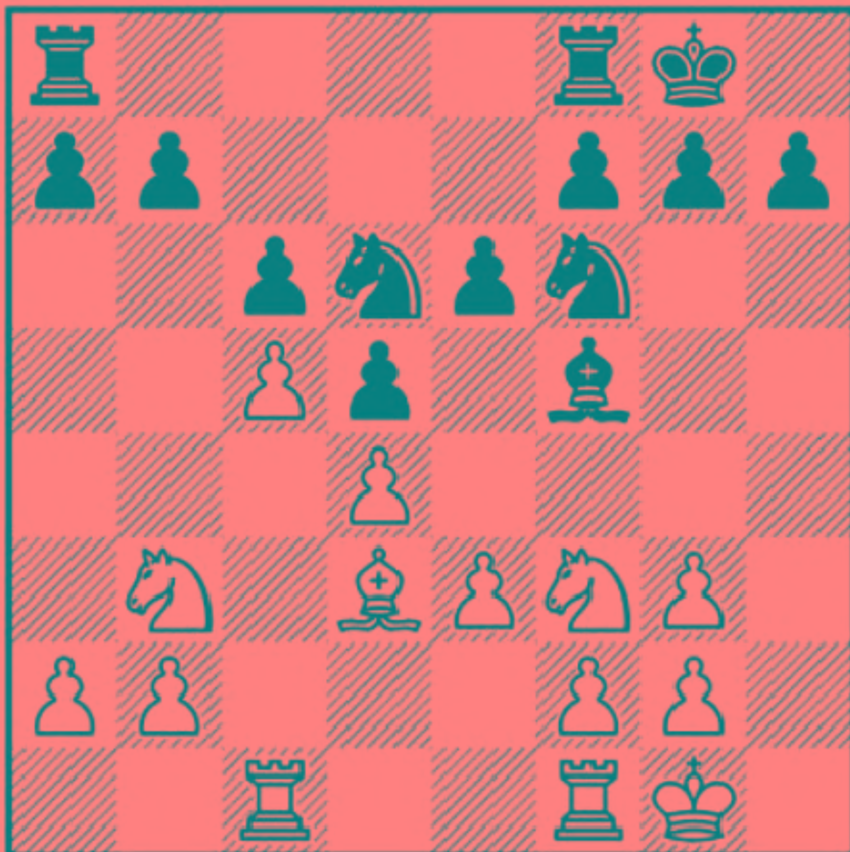
5

W?



6

W?

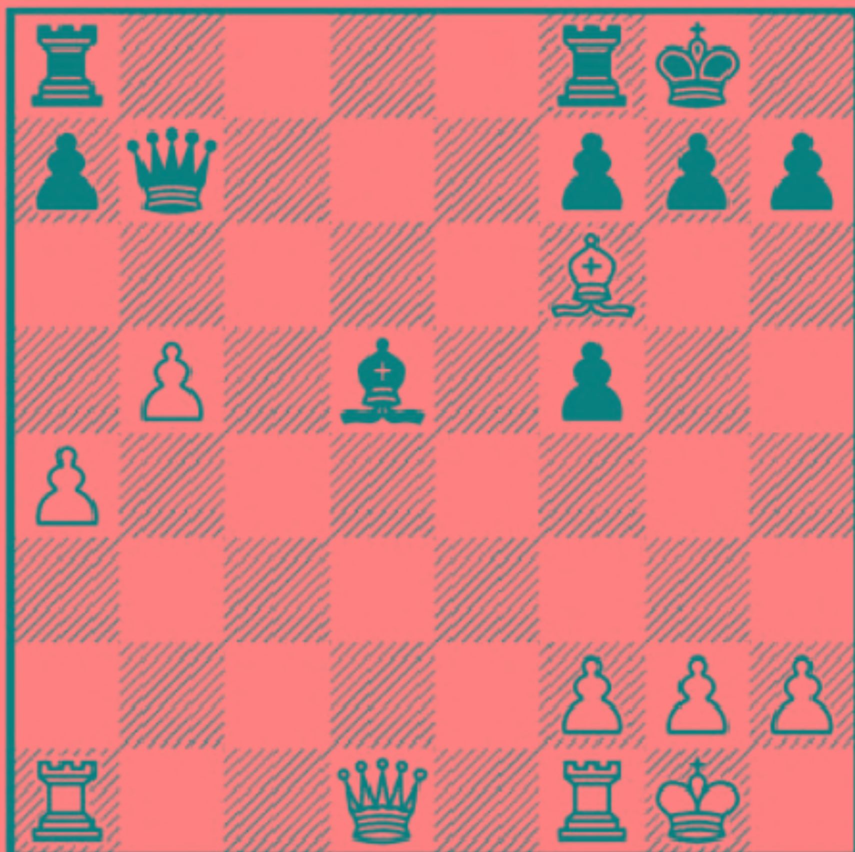


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Candidate Moves #2

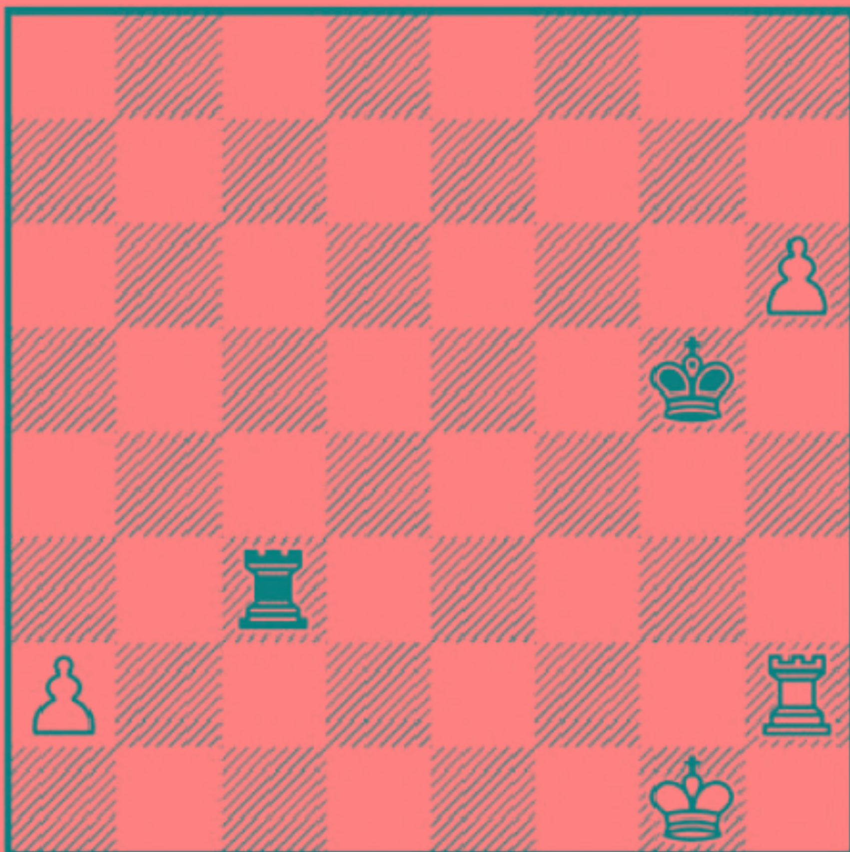
1

W?



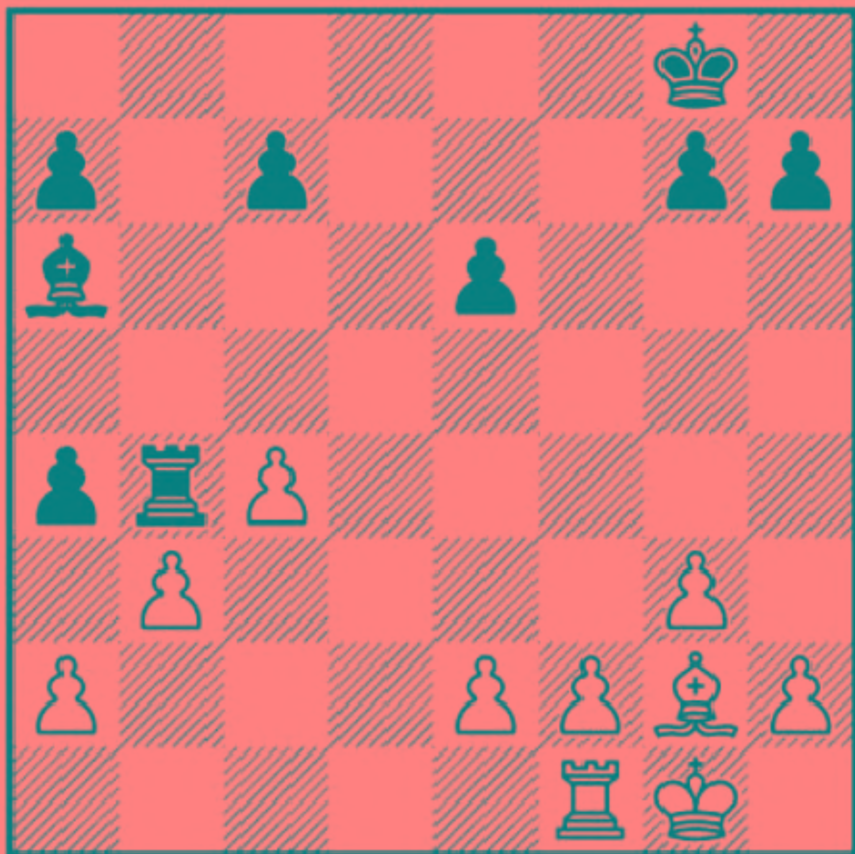
2

W?



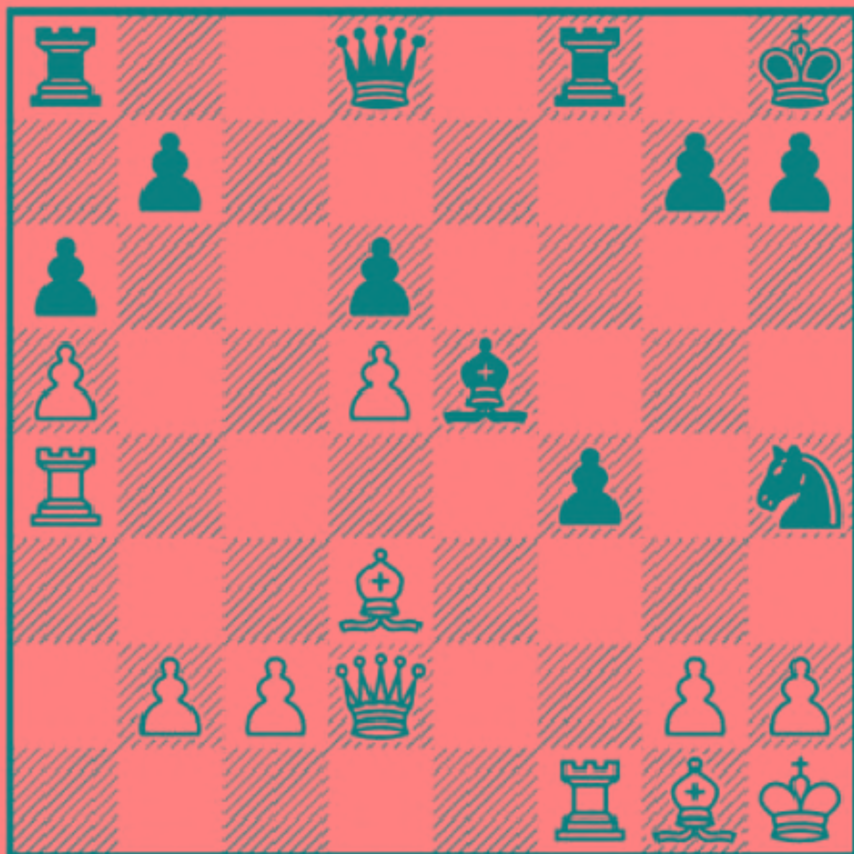
3

W?



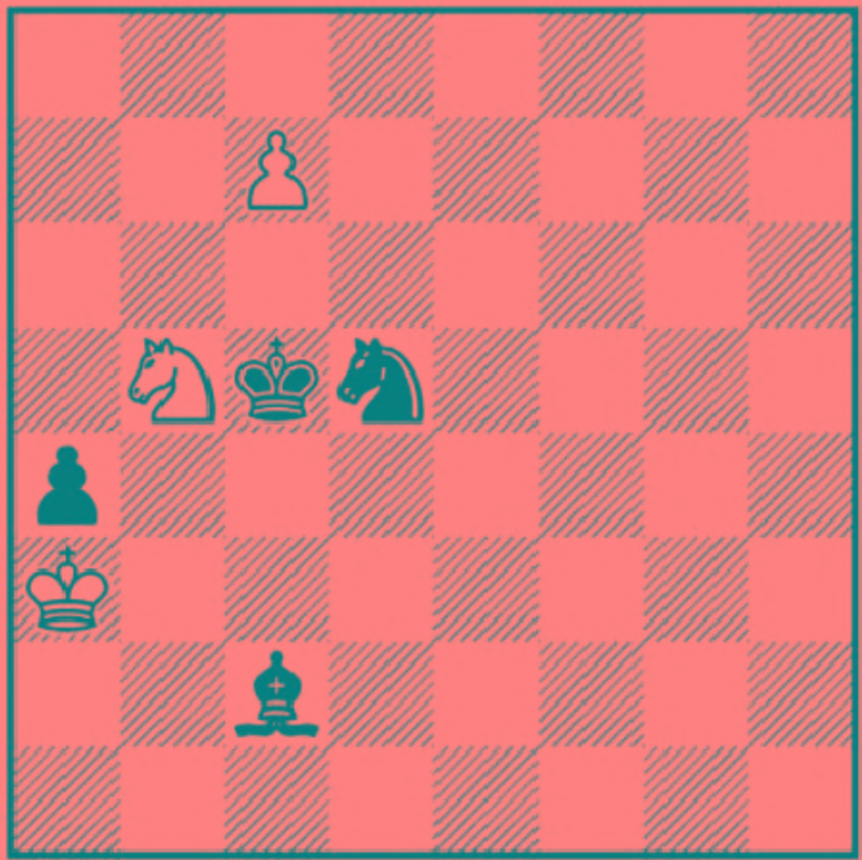
4

W?



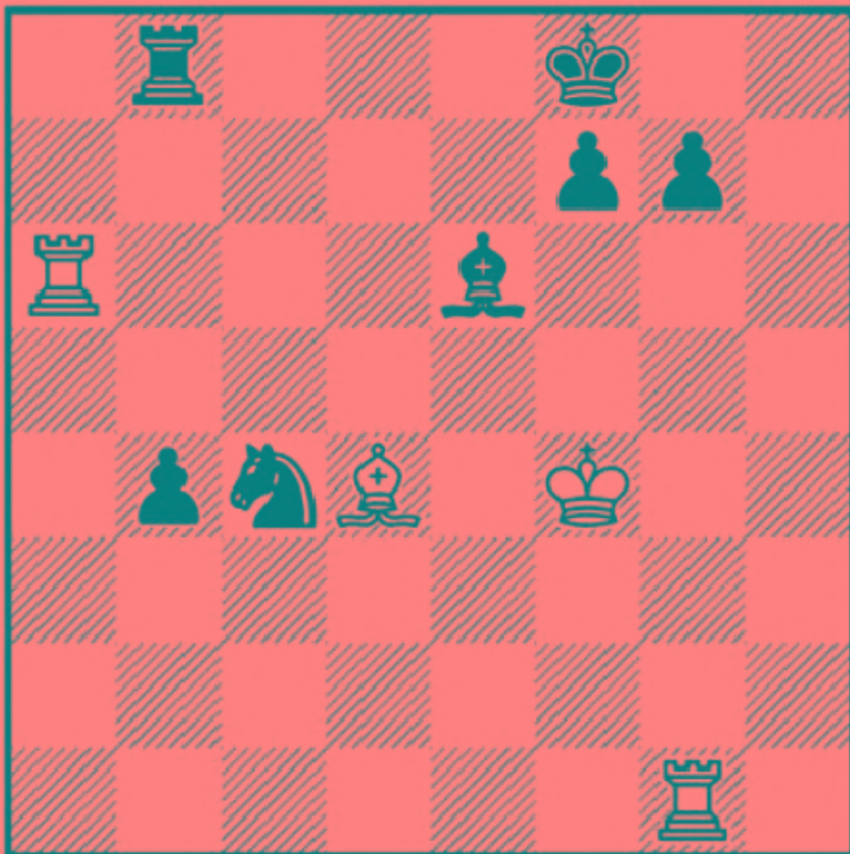
5

B?



6

W?

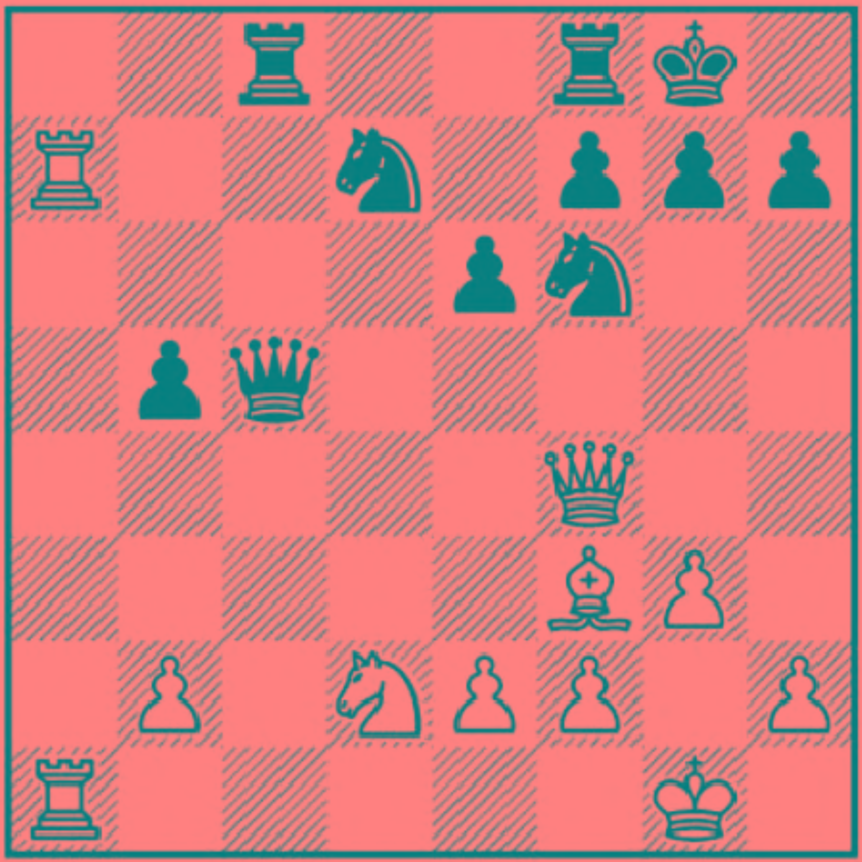


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Candidate Moves #3

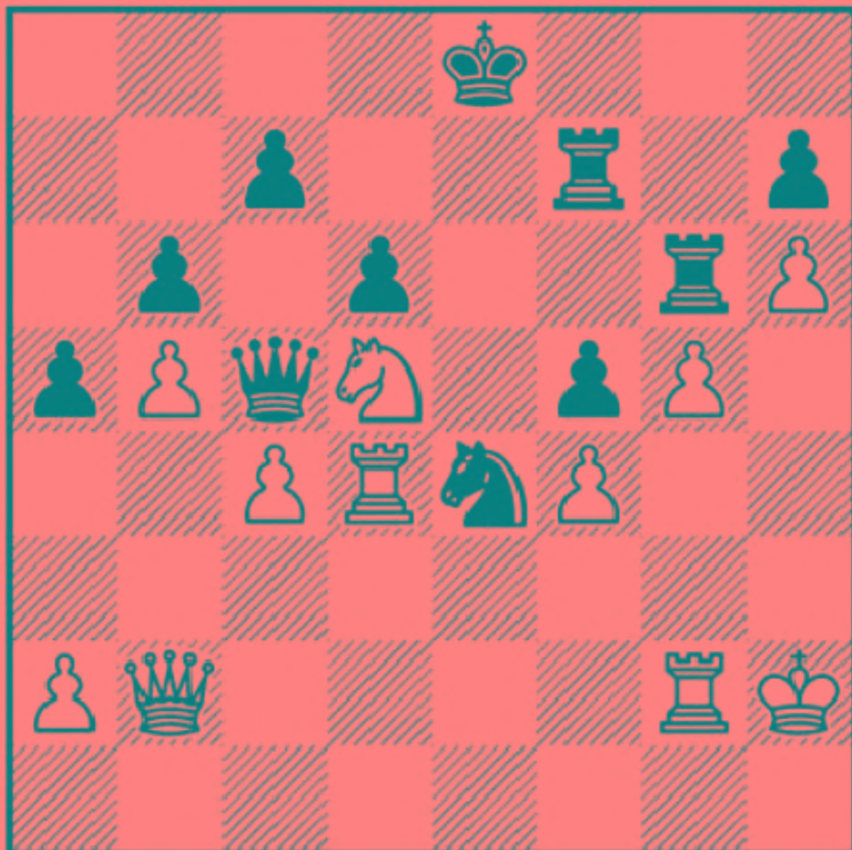
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B?



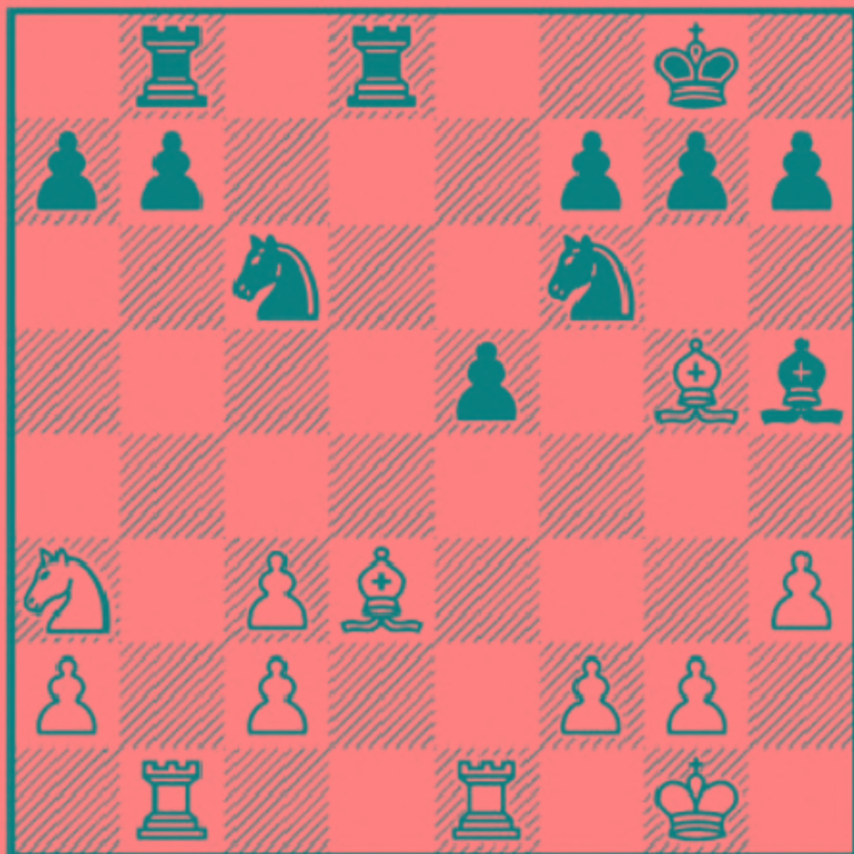
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W?



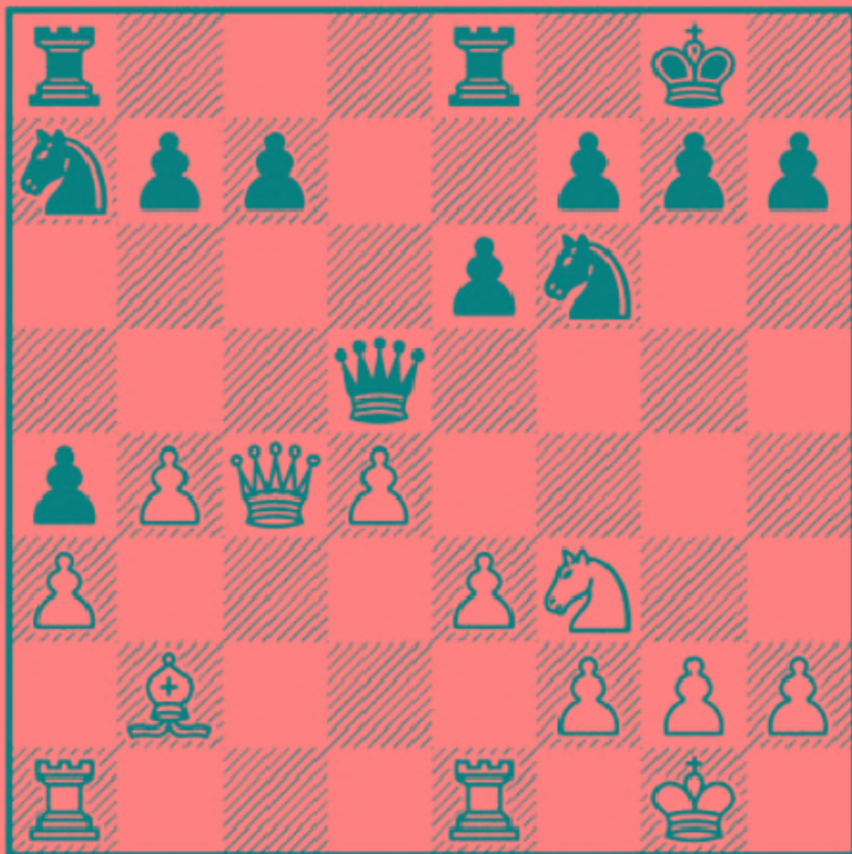
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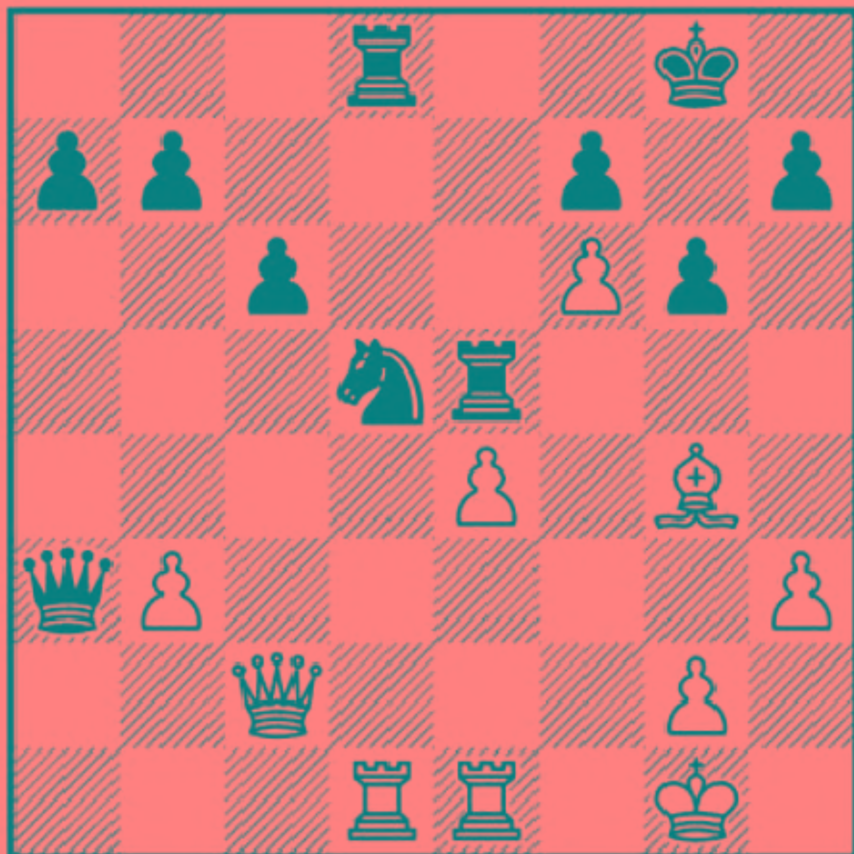
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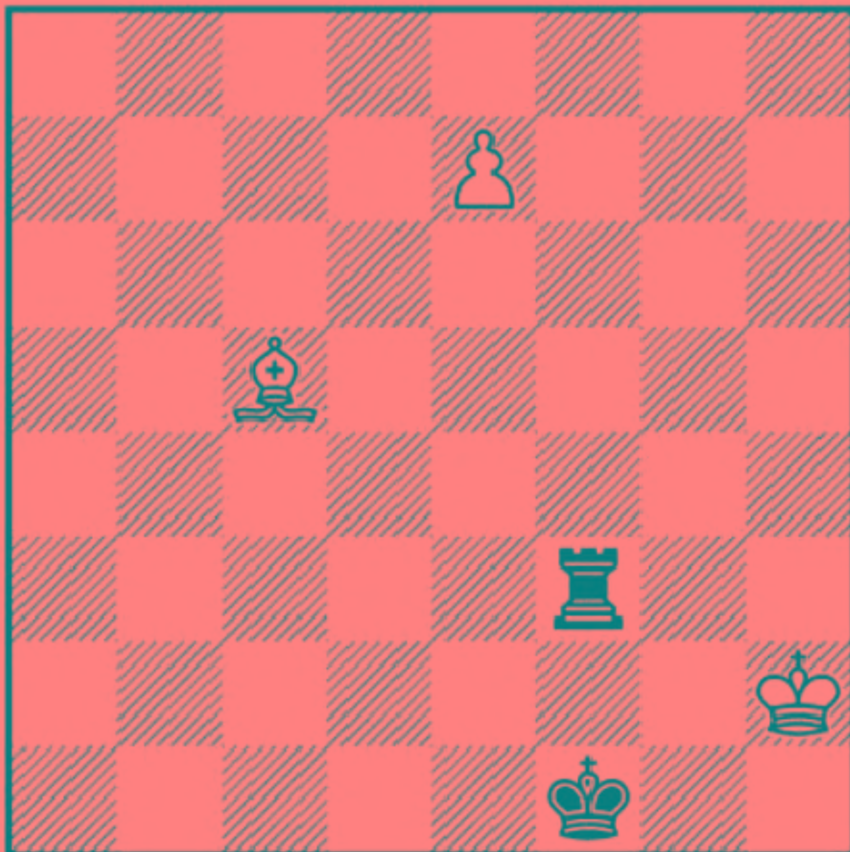
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6

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“Accidental” Tactics

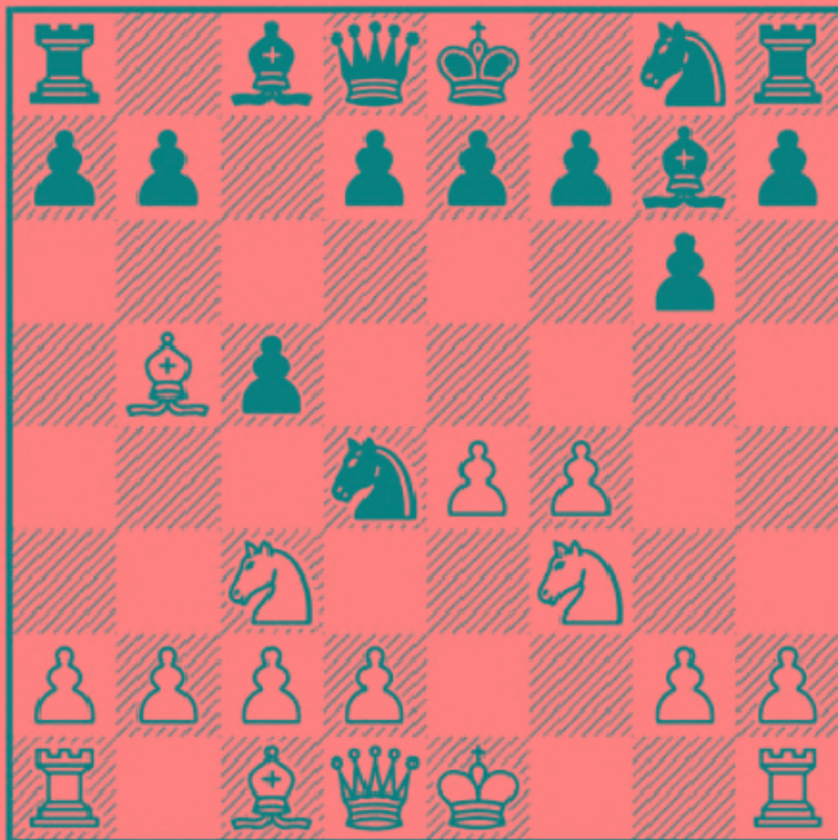
Occasionally combinations or certain powerful moves that change the evaluation of positions may seem accidental and illogical, as they run counter to the character of the previous struggle. Those continuations become possible only as a result of an opponent's inaccuracies or outright blunders. No wonder players frequently miss such opportune chances even when they are elementary: they just do not expect those “gifts.”

I offer examples of these oversights as exercises (and I am going to start with fragments from my own games). In each exercise, several text moves will be cited without comment. Your task is to determine the moment when the play of one side can be significantly improved.

Bogomolov-Dvoretsky

Moscow 1965

1

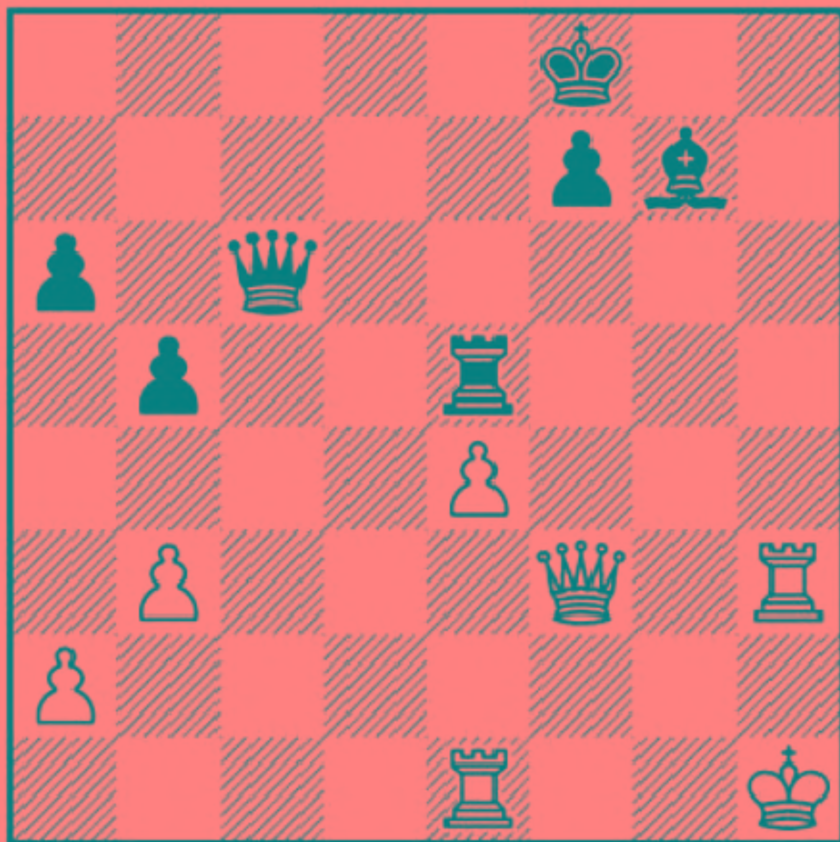


6.a4 a6 7.Bc4 d6 8.0-0 e6 9.d3 Ne7 10.Be3 0-0 11.Bxd4 cd 12.Ne2 ∞

Dvoretsky-Alburt

Kiev 1970

2

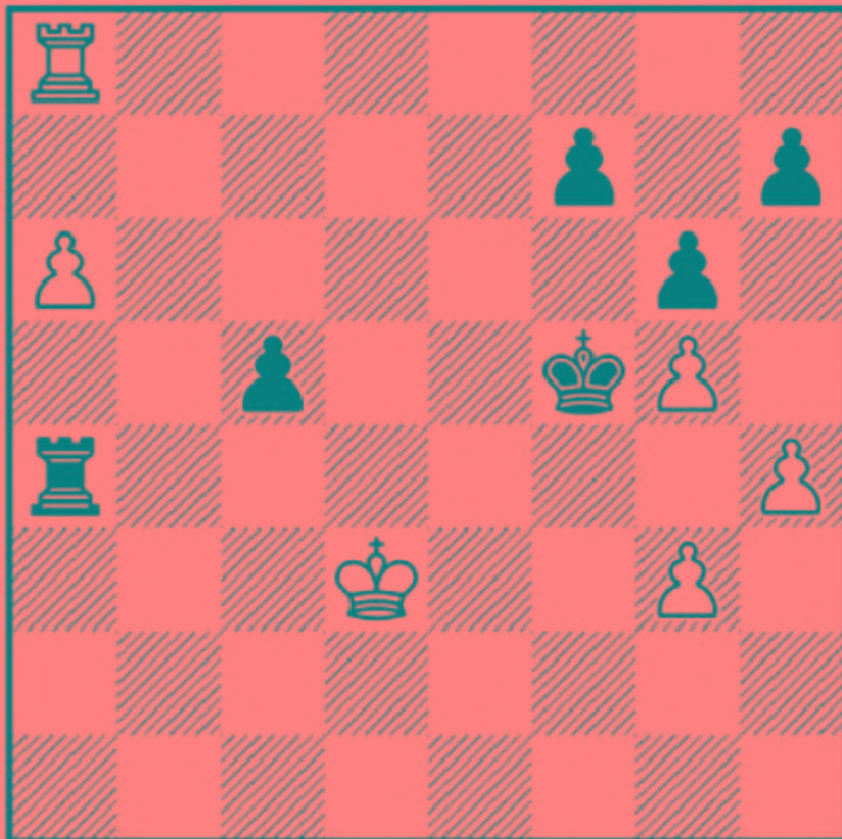


36...Qc2 37.Rh2 Qc6 38.Rh5 Qc2 39.Rxe5 Bxe5 40.Re2 Qc1+ 41.Kg2 Qg5– 42.Kf1+–

Dvoretsky-Chekhov

Moscow Championship 1973

3

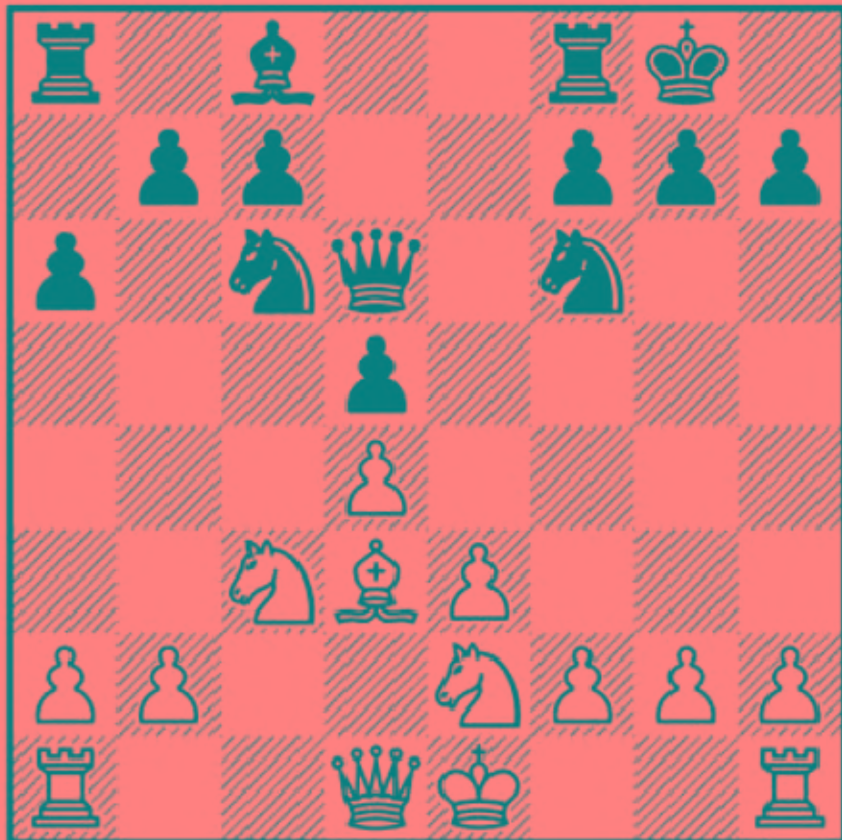


39.Ra7 Ke6 40.Kc3 f6 41.Rxh7 fg 42.a7 gh 43.gh Kd5 ½-½

Euwe-Alekhine

Zürich 1934

4

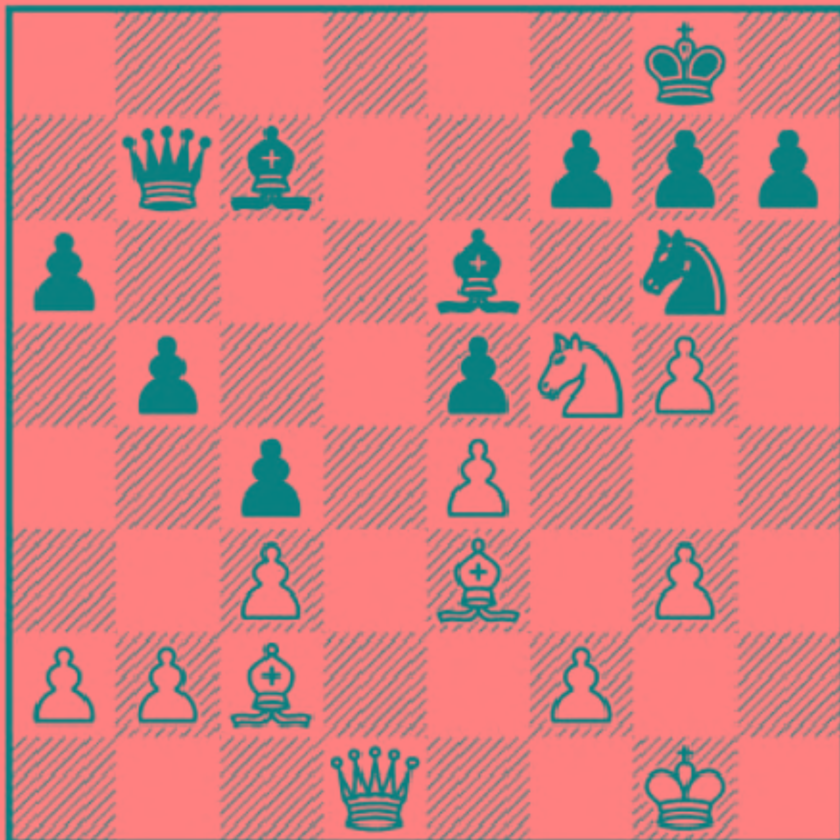


10.a3 Ne7 11.Qc2 b6 12.b4 Bb7 13.0-0 Rfe8 ±

Fischer-Filip

Candidate's Tournament, Curacao 1962

5

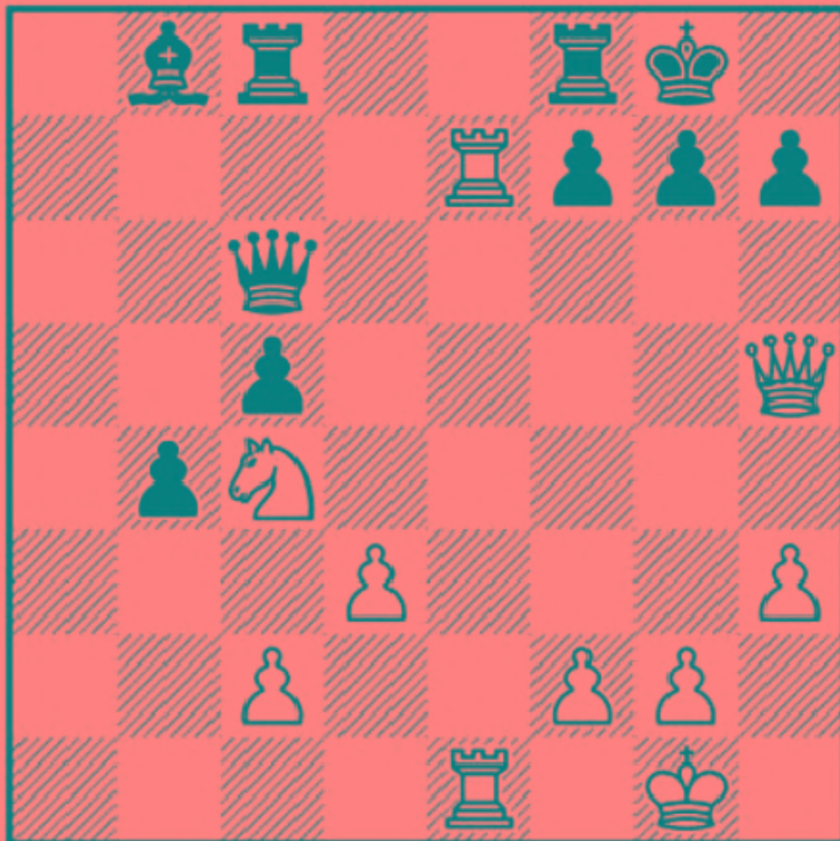


26...Qc6 27.a4 Kf8 28.Qa1 Bc8 29.Qa3+ Kg8 30.ab ab 31.Qa7 Bb7 ± / ±

Gashimov-Bacrot

Baku 2008

6

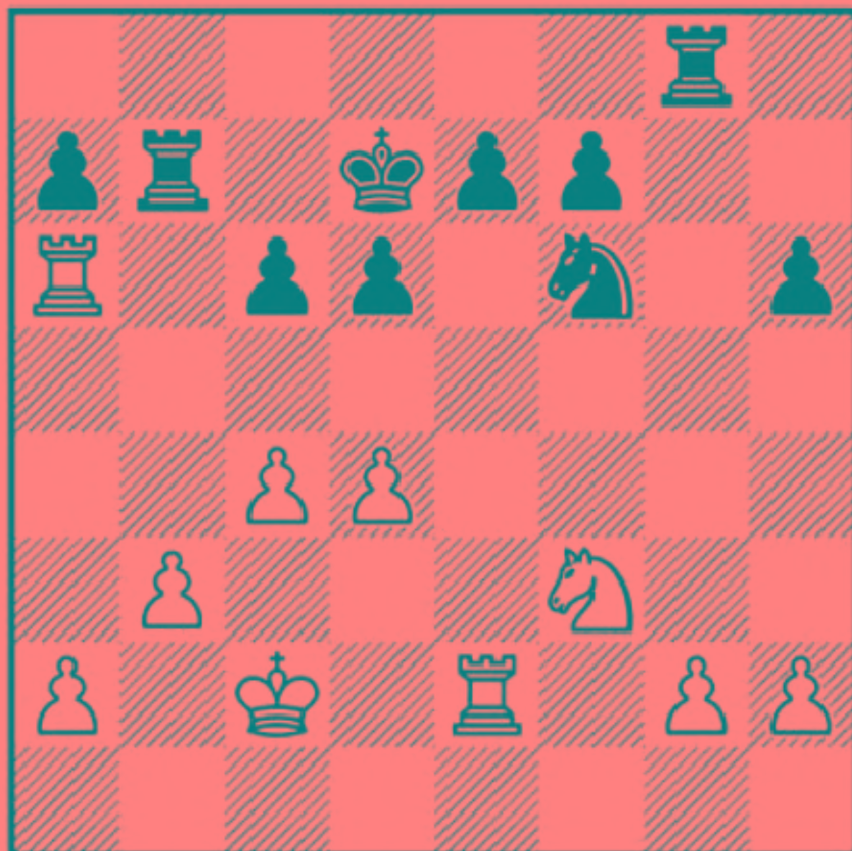


30...Bd6 31.R7e4 Rfd8 32.Qf3 Bf8 33.h4 Rb8 34.h5 Qc7 35.Nd2 h6=

Plaskett-Tkachiev

London 1993

7

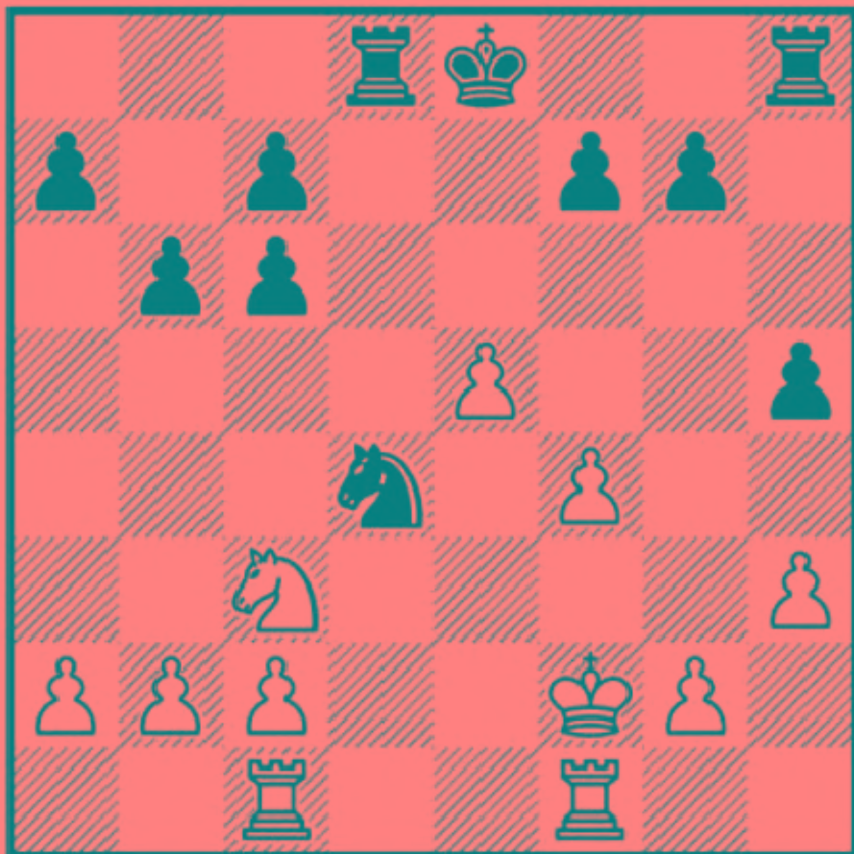


28...Rg4 29.Kd3 Nh5 30.g3 Ng7 31.c5 Ne6 32.Rc2 Nc7 33.Ra5 Nd5=

Kasparov-Kramnik

Wijk aan Zee 2001

8

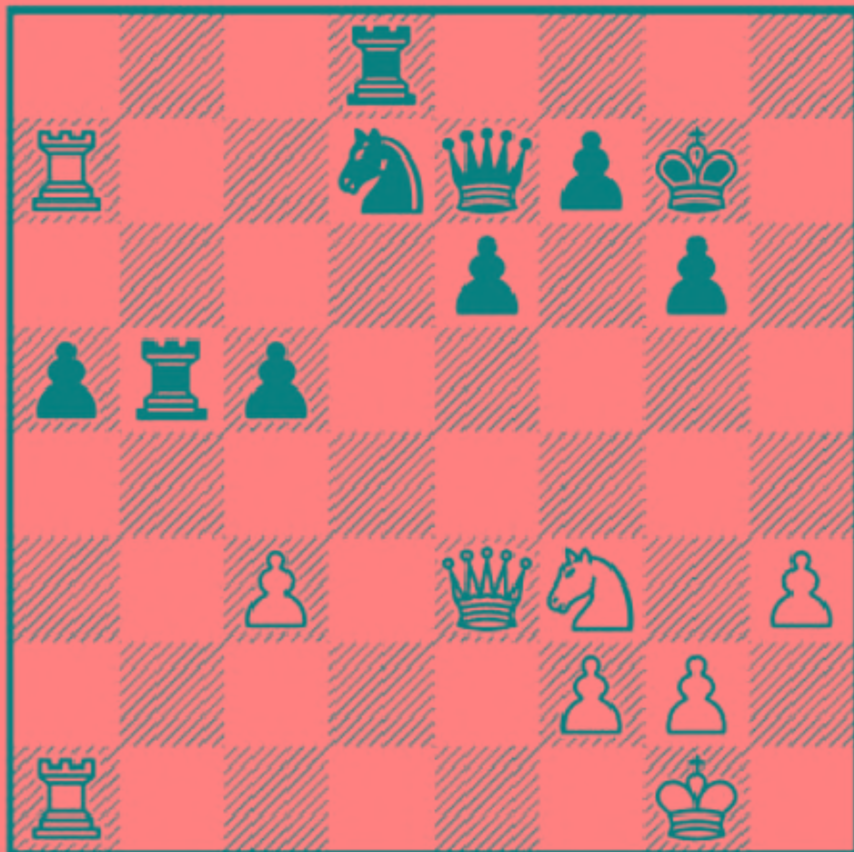


22.Rfd1 Ke7 23.Ne4 h4 24.b4 Rh5 25.Ng5 Rhh8 26.Rd3 Ne6 27.Nxe6 Kxe6 ±

Morozevich-Giri

Biel 2012

9



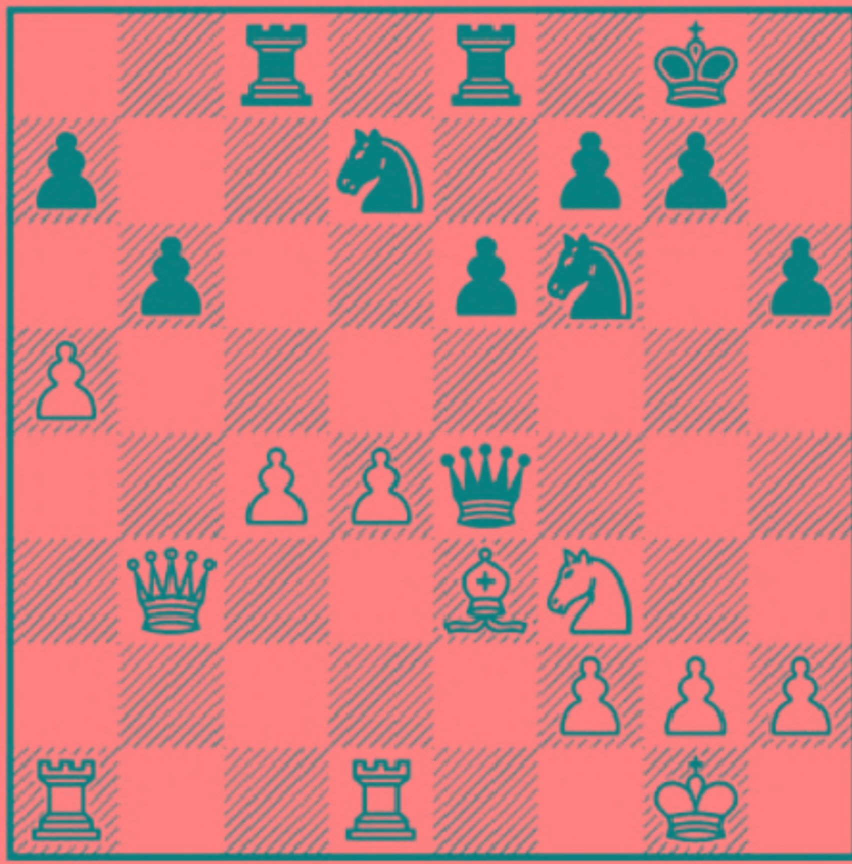
29...Rdb8 30.Ne5 R8b7 31.Rxb7 Rxb7 32.Rxa5 Qd6 33.f4 Rb1– 34.Kh2 Nxe5 35.fe Qd1

∞

Grachev-Ovechkin

Olginka 2011

10



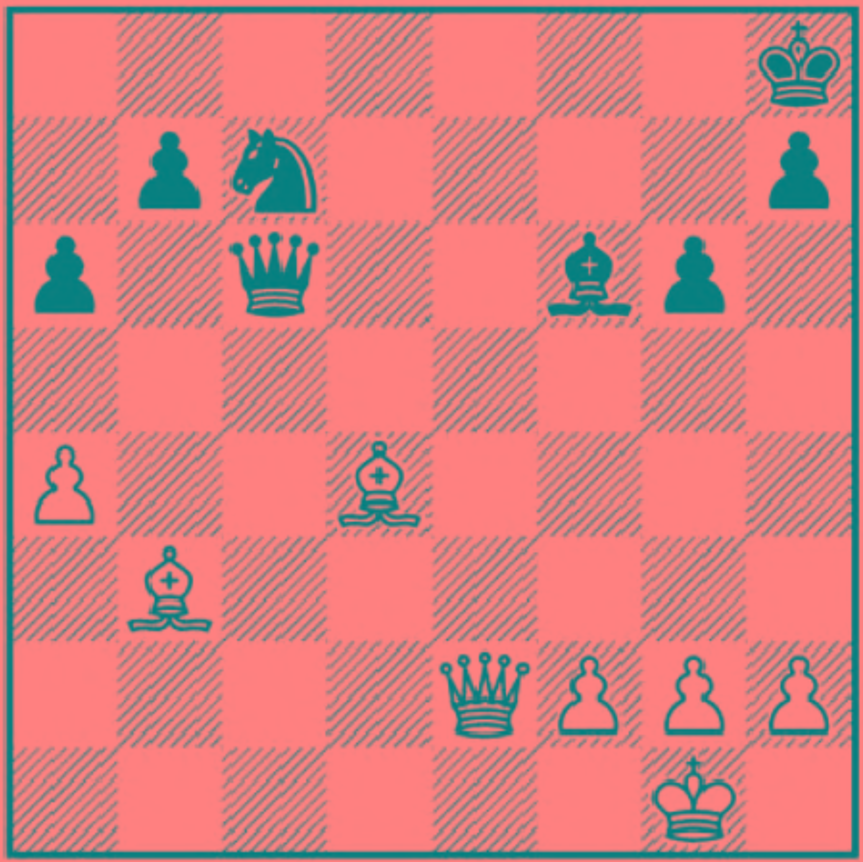
25.h3 Rc7 26.ab ab 27.Ra4 Ra8 28.Rxa8+ Qxa8 29.d5 ed 30.cd Ra7 31.Kh2 Ra5=

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Profound Quiet Moves

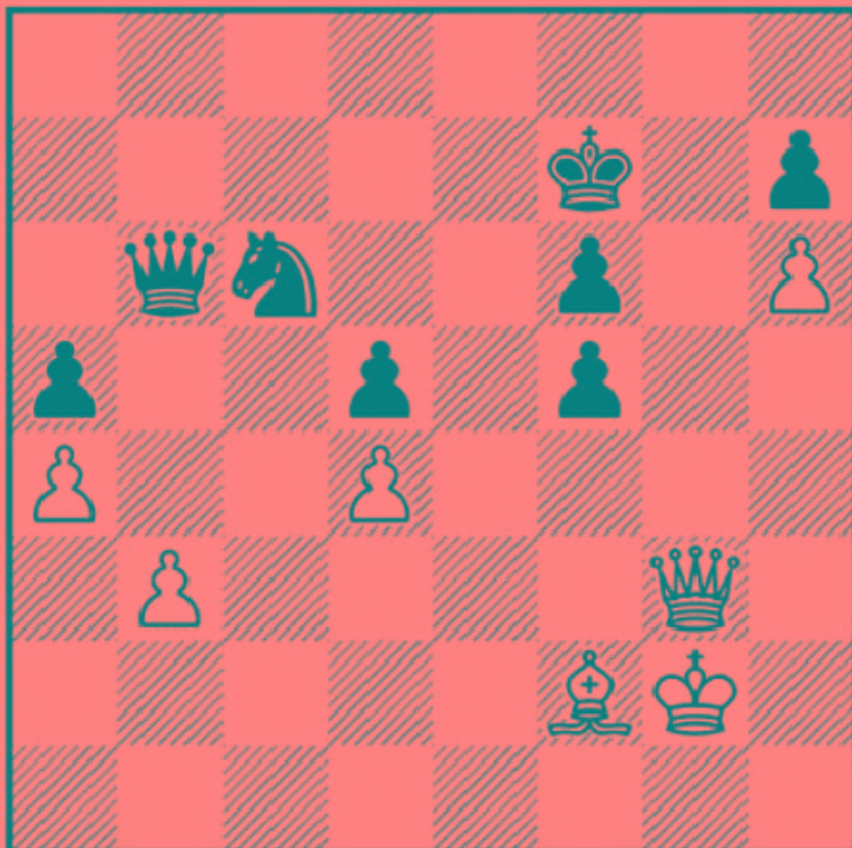
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W?



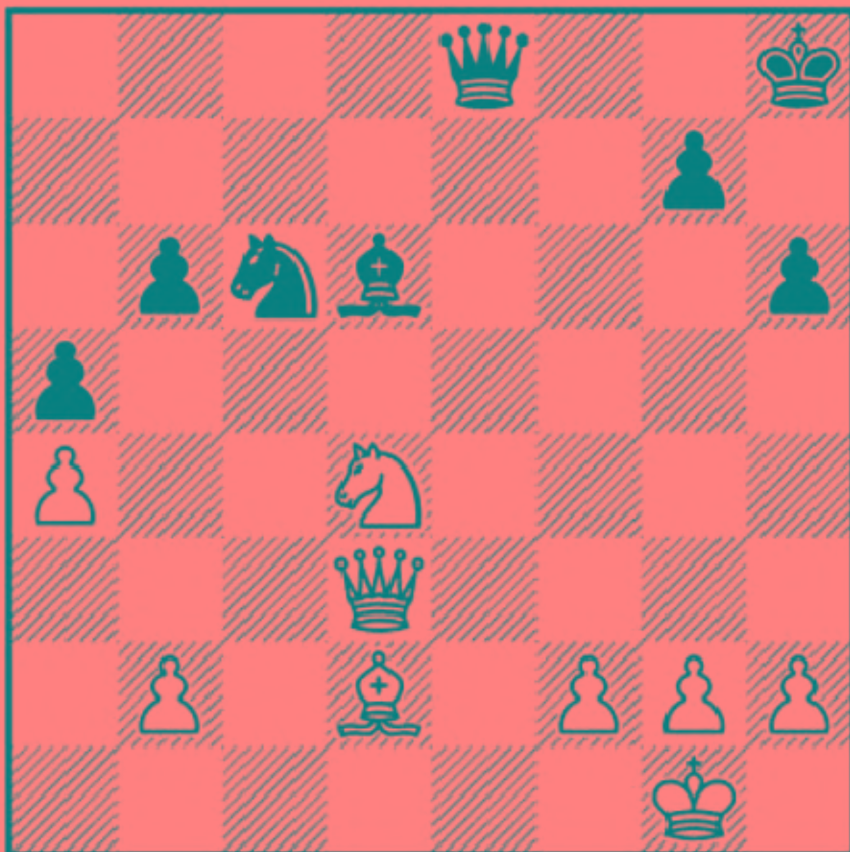
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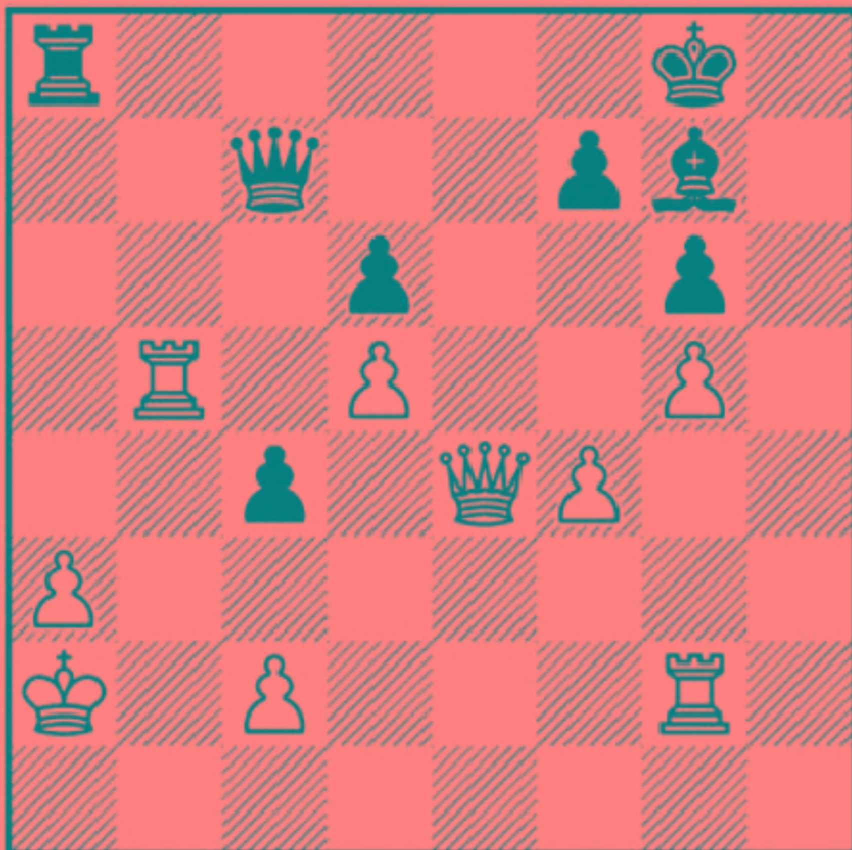
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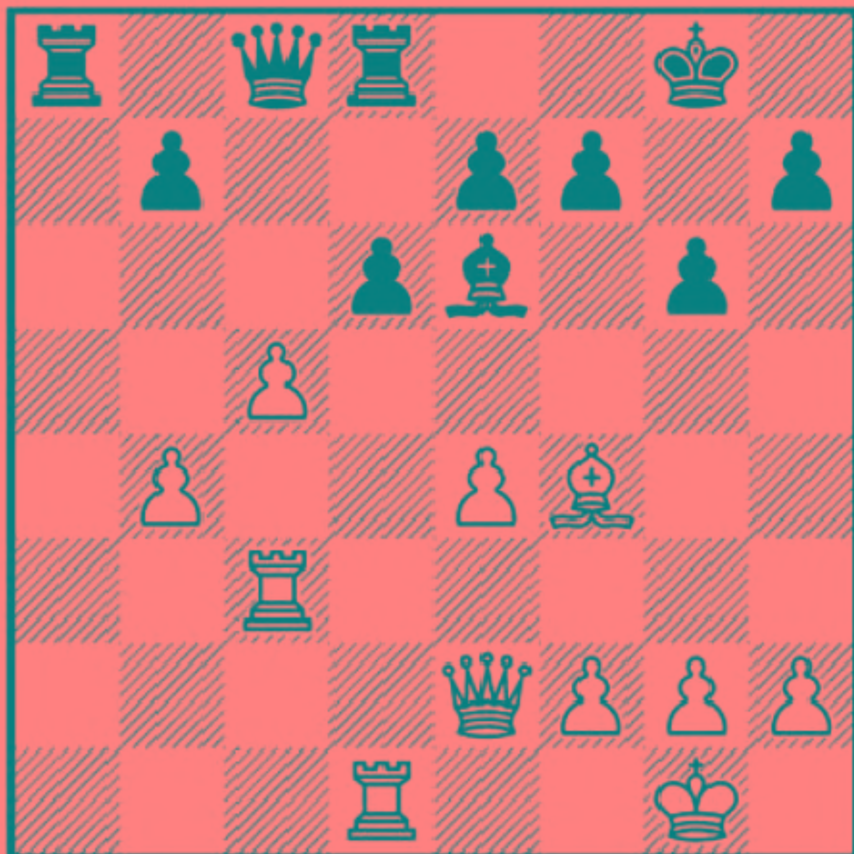
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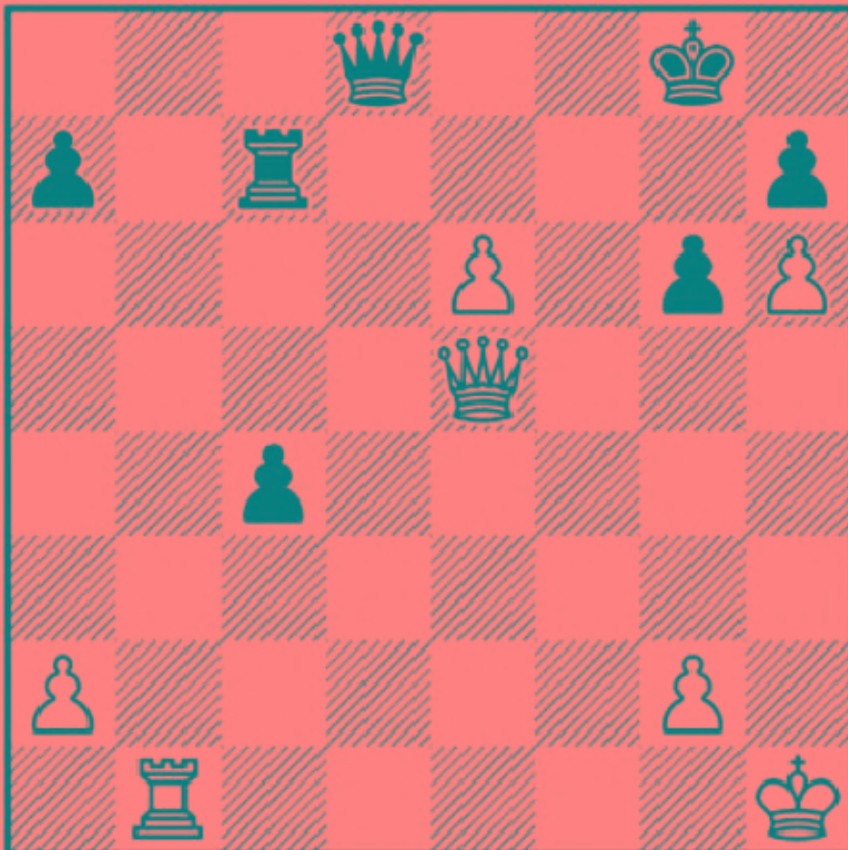
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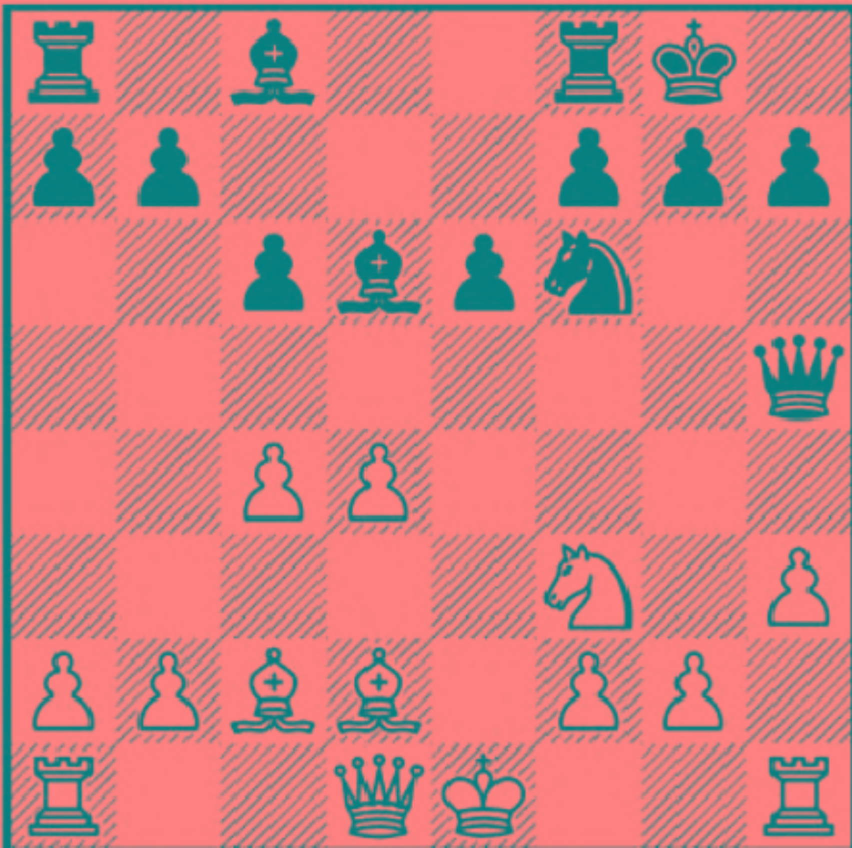


6

W?

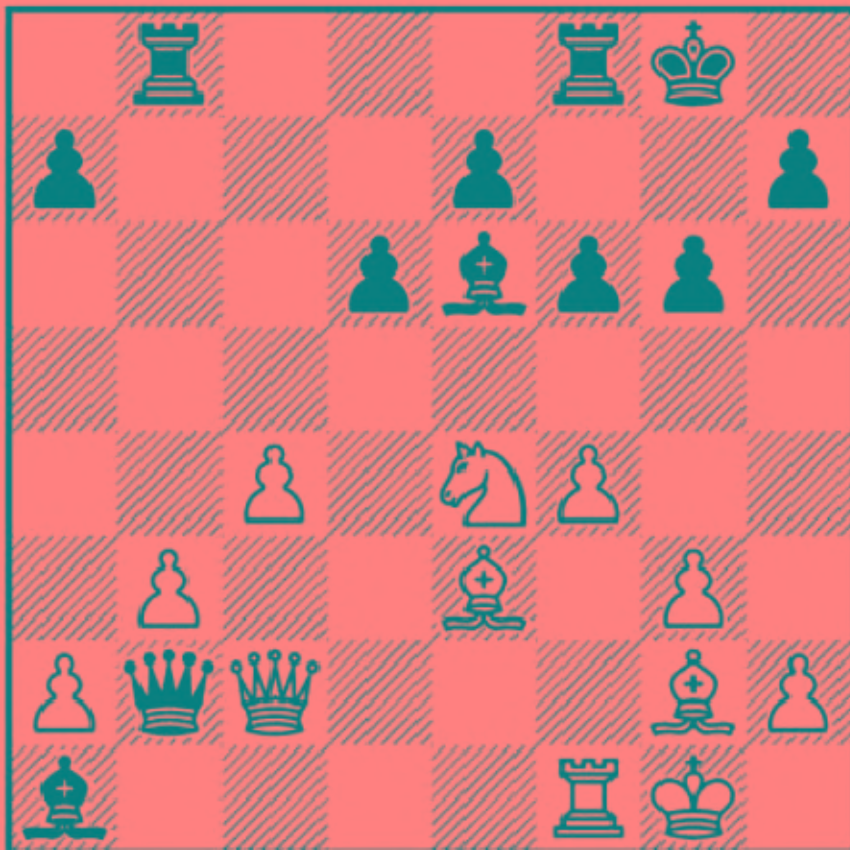


7
W?



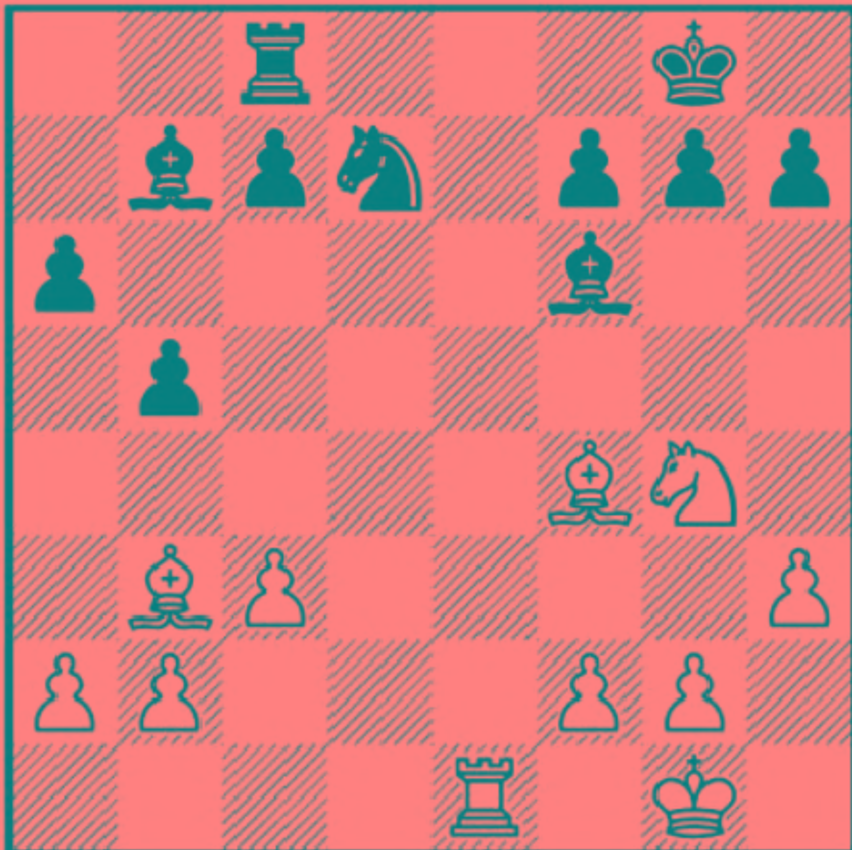
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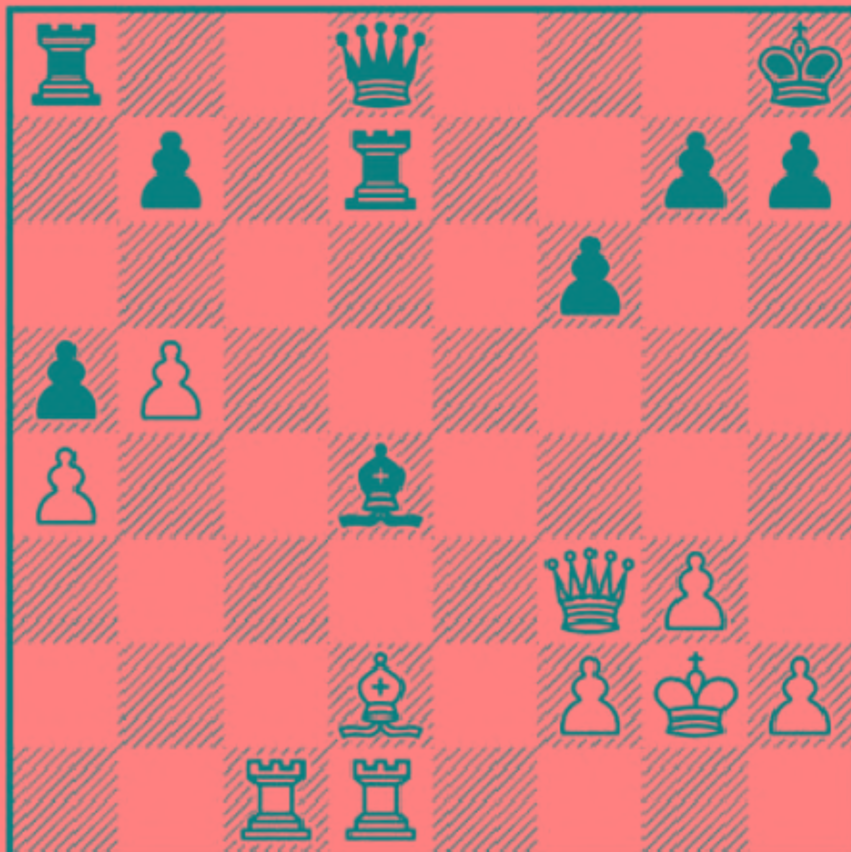
9

W?



10

W?



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Chapter 3

Calculating Variations

The calculation of variations, just as other important aspects of chess mastery (for example, technique, skills of positional play, attacking, defending or playing out endings), is a concept that is far from being a singular one; it is composed of various skills and abilities. Among them are both those that have been mentioned in the first two parts of this book and several others. For any player, some elements of calculation come easy; with others more difficulties are encountered, leading to more errors more frequently, and some calculation methods may even be unfamiliar. Thus, it will be a good idea to train various calculation components individually, and to do that we need a corresponding selection of exercises.

Examples from the first test of this part, **Tactics,** differ not only in difficulty but in the calculation skills that are needed to solve them successfully. Among them are both those that have already been mentioned here (combinational vision, candidate moves) and others: paying attention to an opponent's counterchances, method of elimination, comparison, and intermediate moves.

In the first part of my book *Recognizing Your Opponent's Resources*, I stress the necessity of searching for hidden resources of both sides, not just your own; there

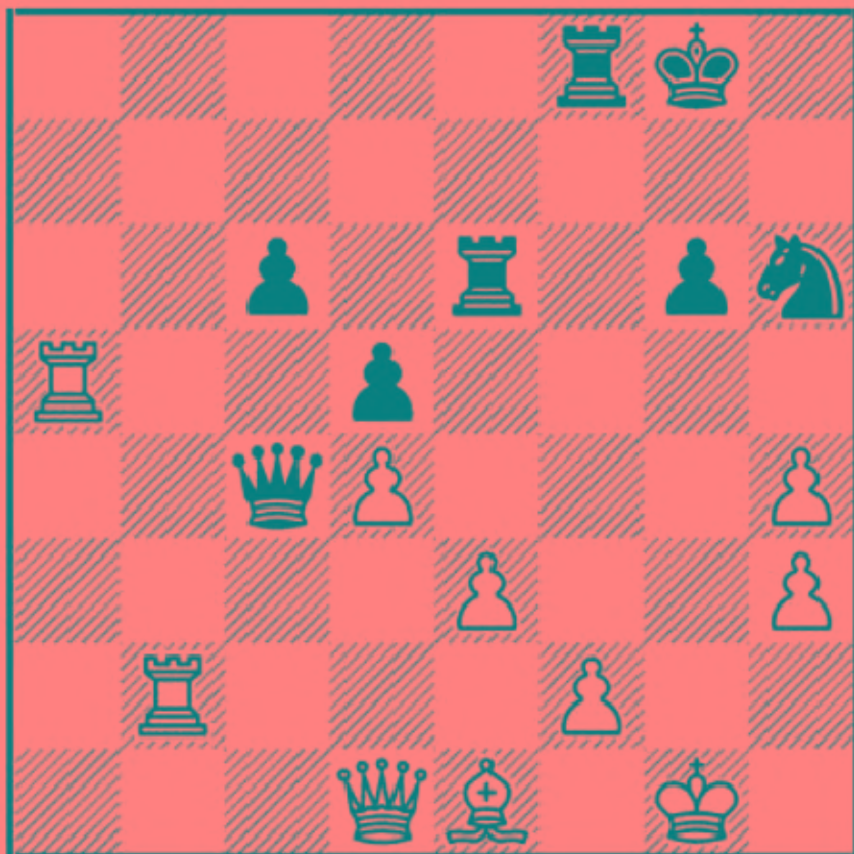
are many exercises on this subject there. Among them are those that I have included into a rather difficult test **Paying Attention to Your Opponent's Counterchances.** If you want to continue your training in this direction, you can make use of this book, in which a method of elimination and skill to set traps are also examined. I decided not to give exercises on those subjects here.

Once grandmaster Viorel Bologan said to me that an opportunity to include intermediate moves at the right time is usually overlooked, while it often determines success or failure of a tactical operation carried out on the board. Because of that he considers this element of calculation to be one of the most important and difficult ones in chess. Check your skills with the test **Intermediate Moves** that contains examples from my collection but which are by no means the most difficult.

Tactics

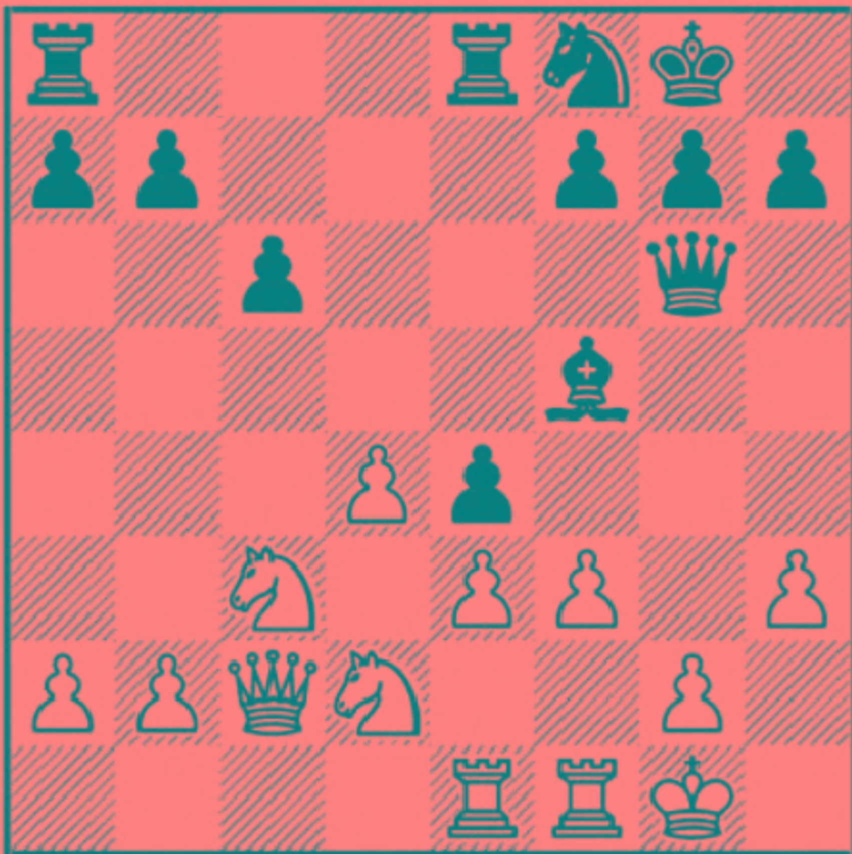
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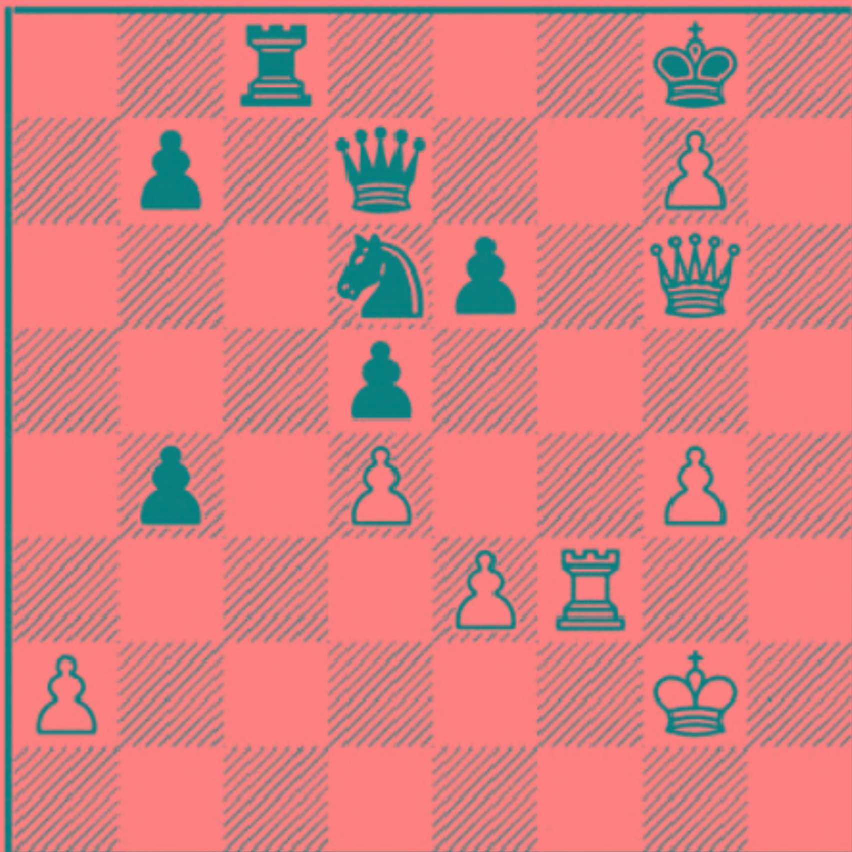
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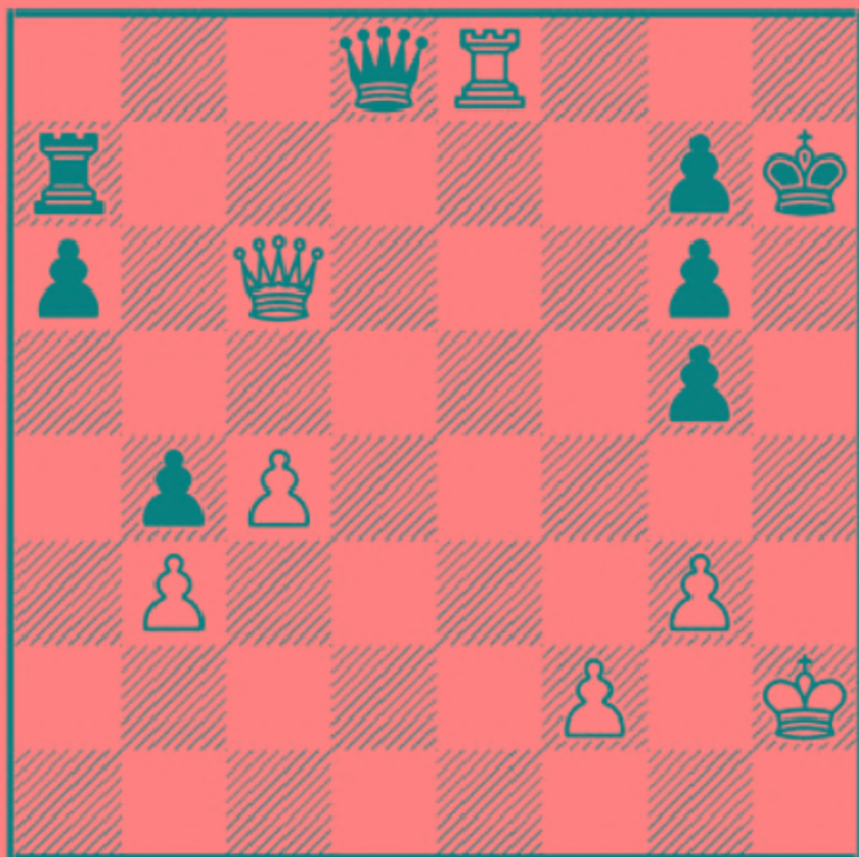
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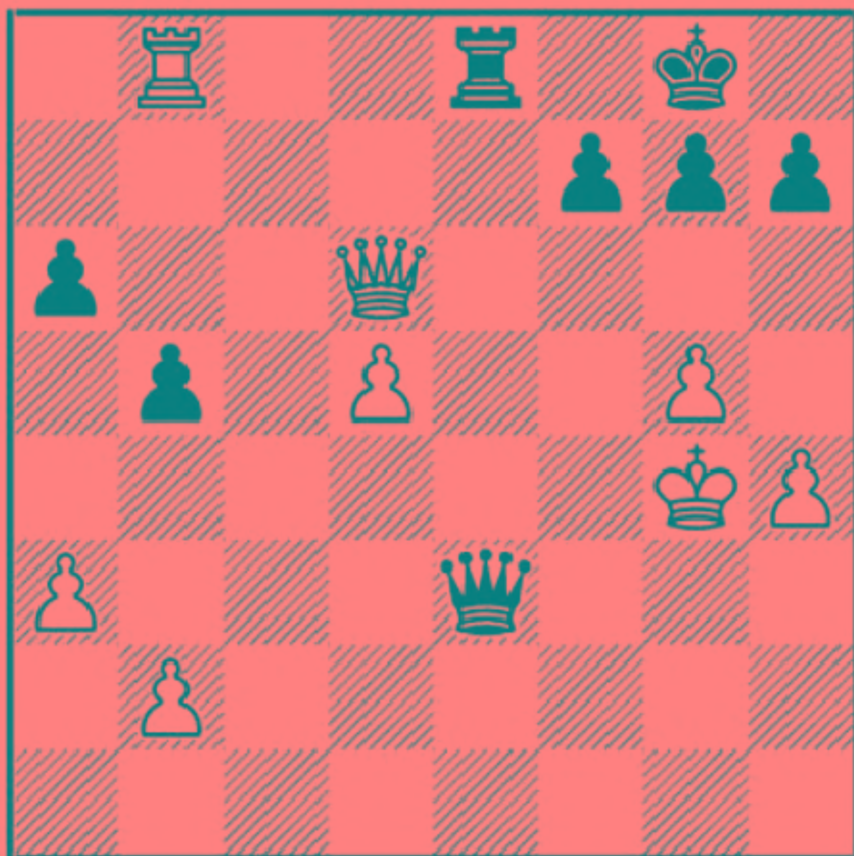
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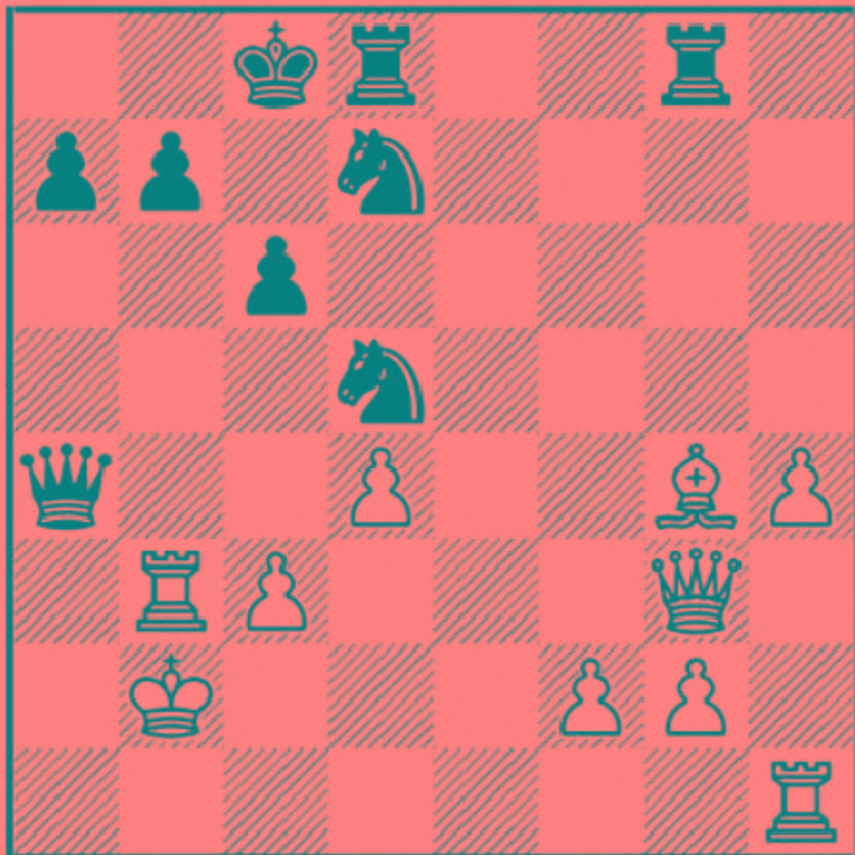
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B?



6

B?

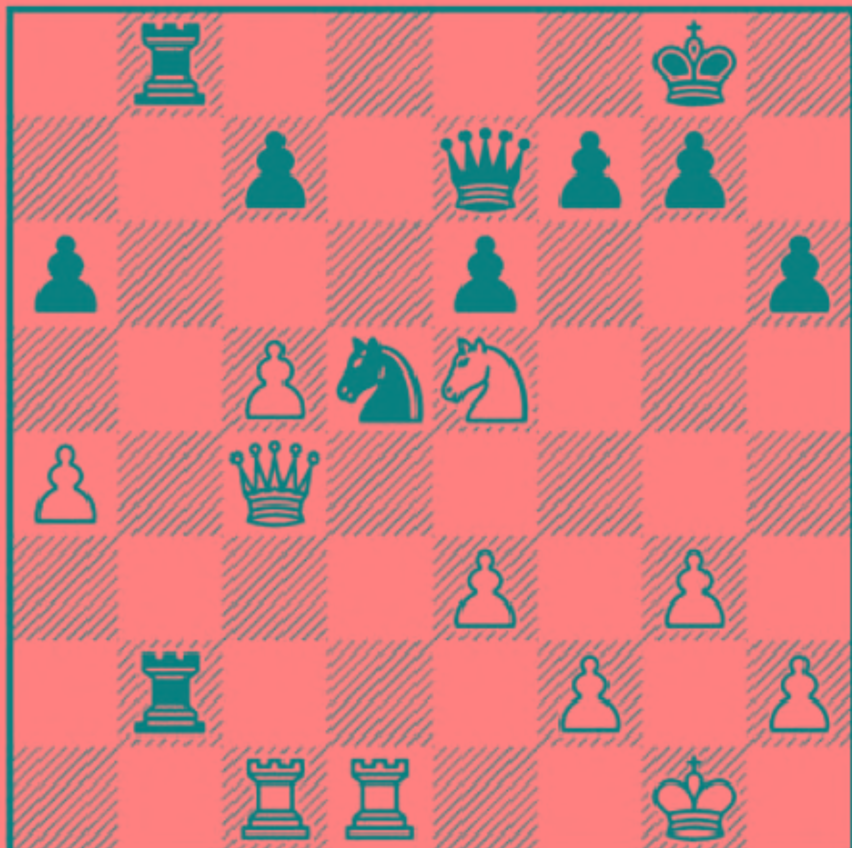


Evaluate 25...Nb6.

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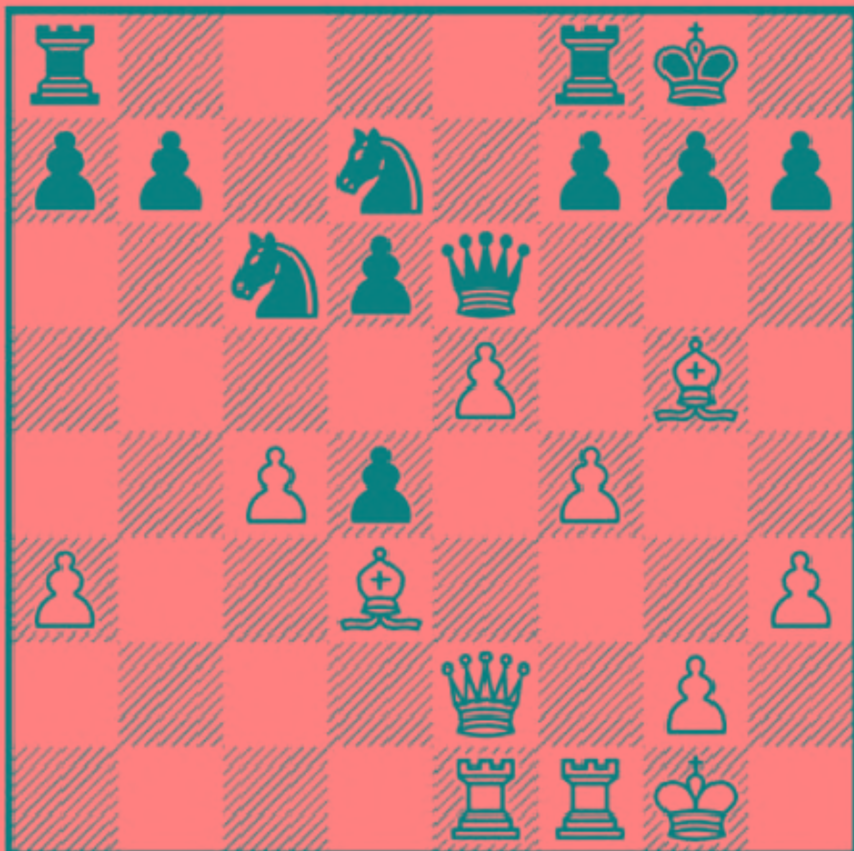
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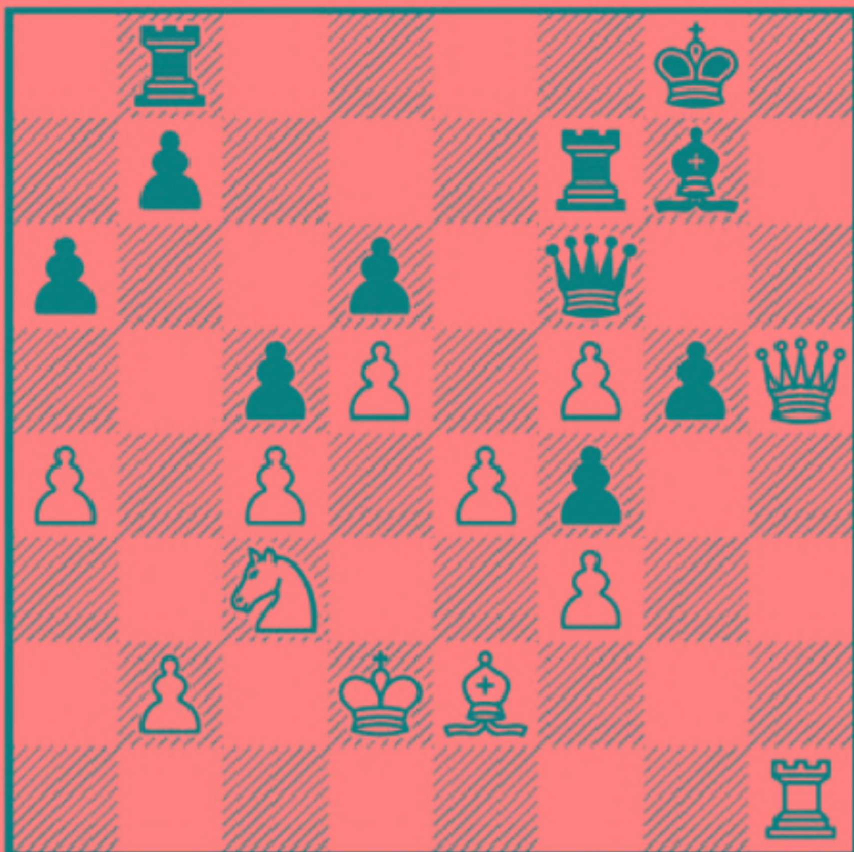
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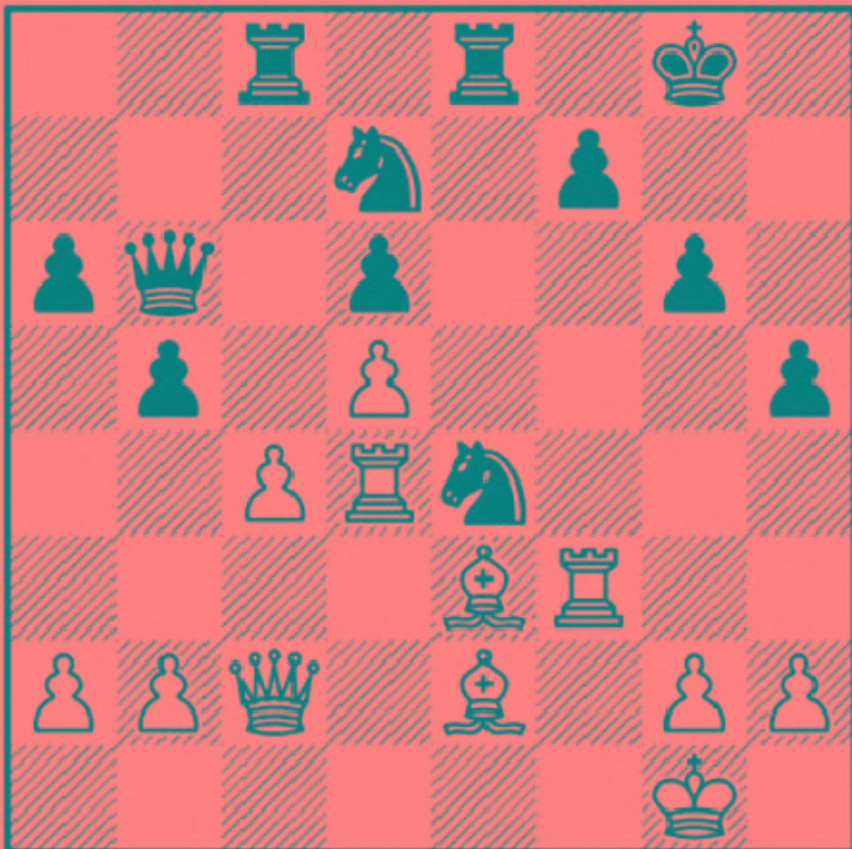
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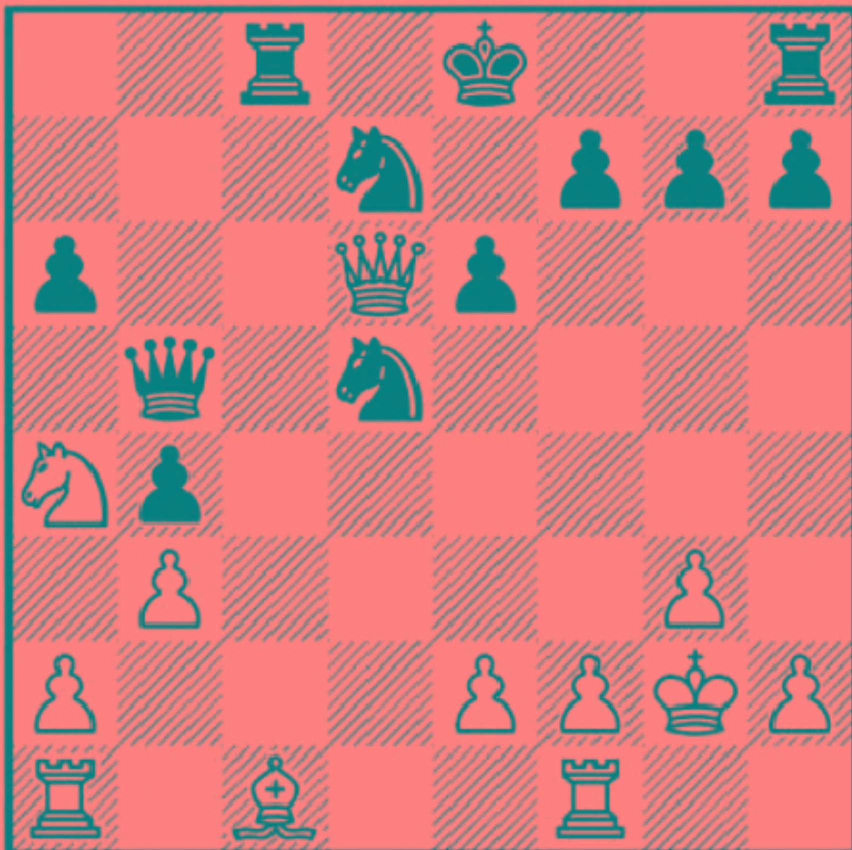
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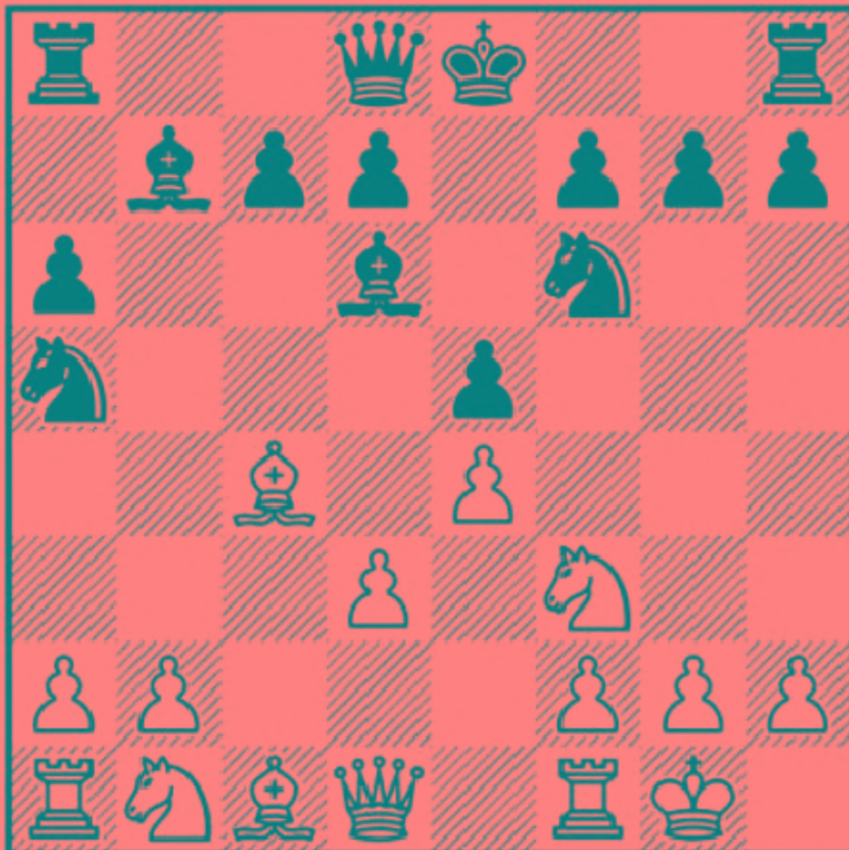
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W?



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W?



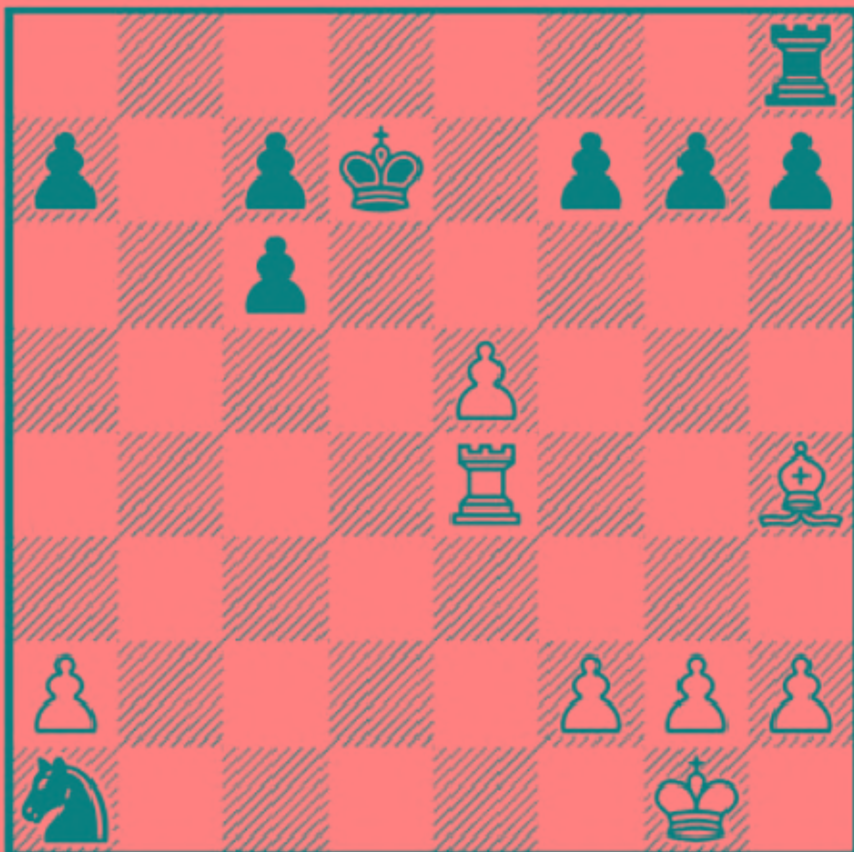
Calculate 10.Bxf7+

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Intermediate Moves

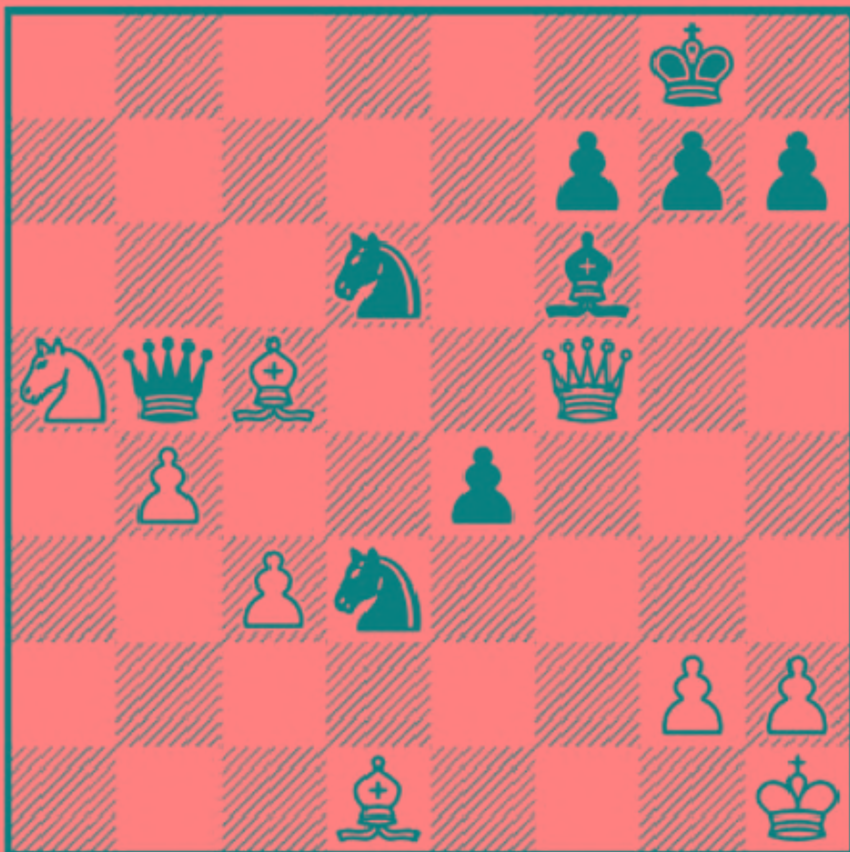
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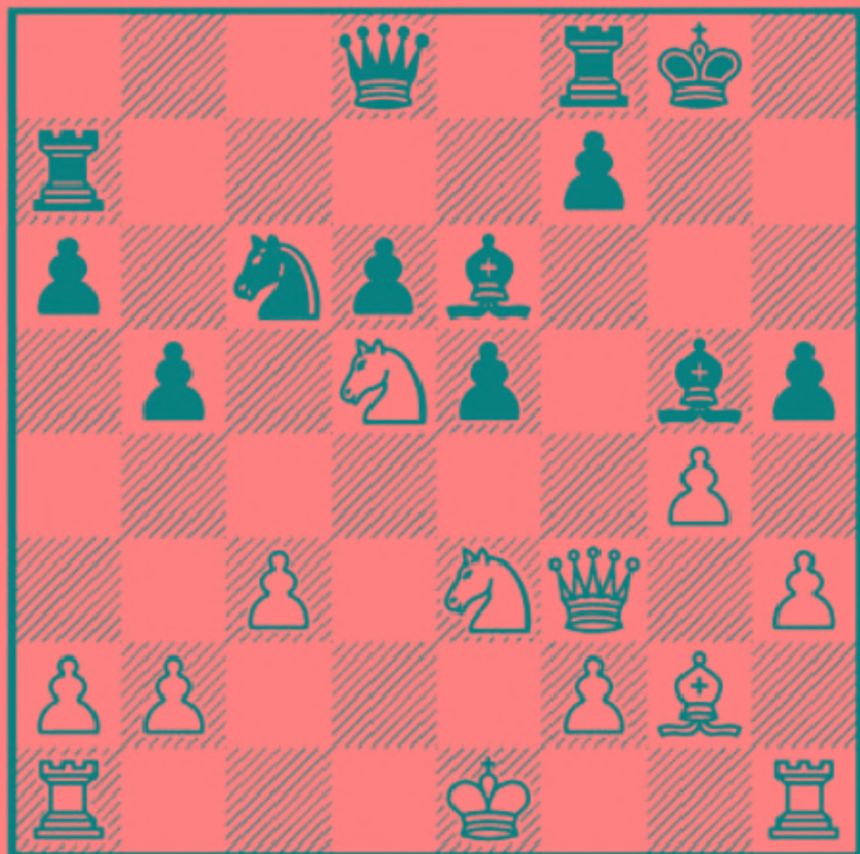
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W?



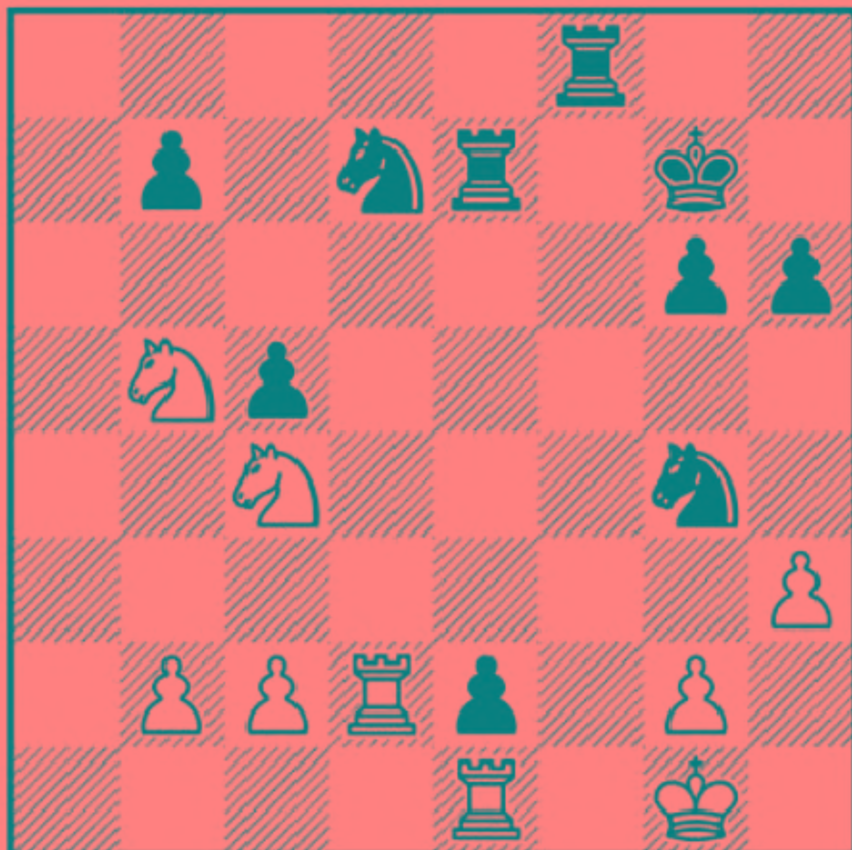
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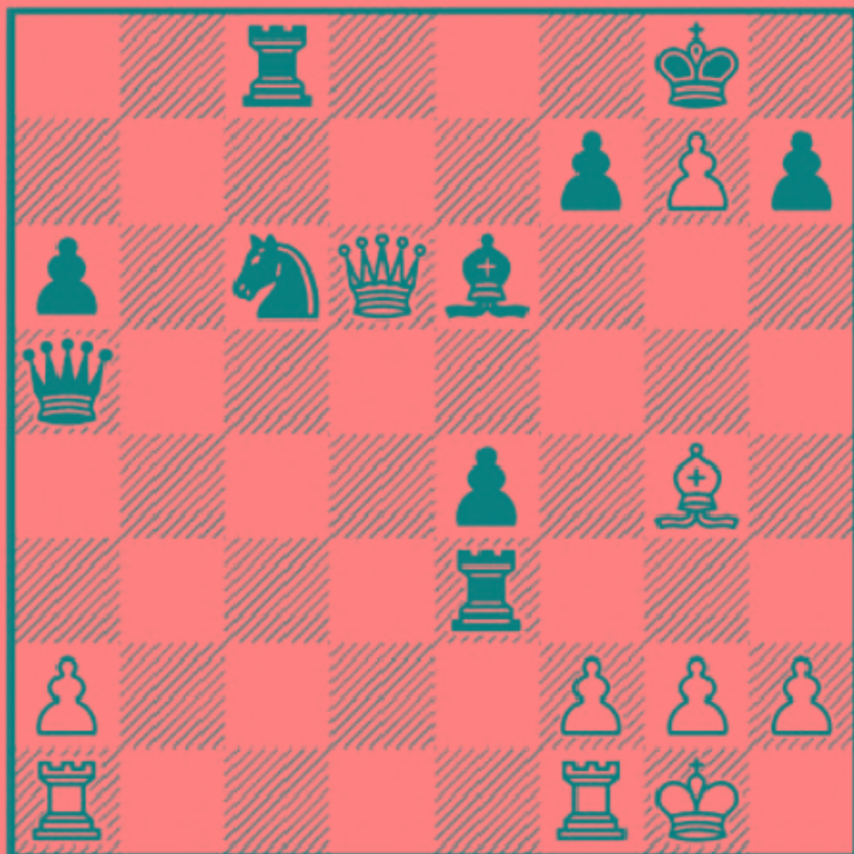
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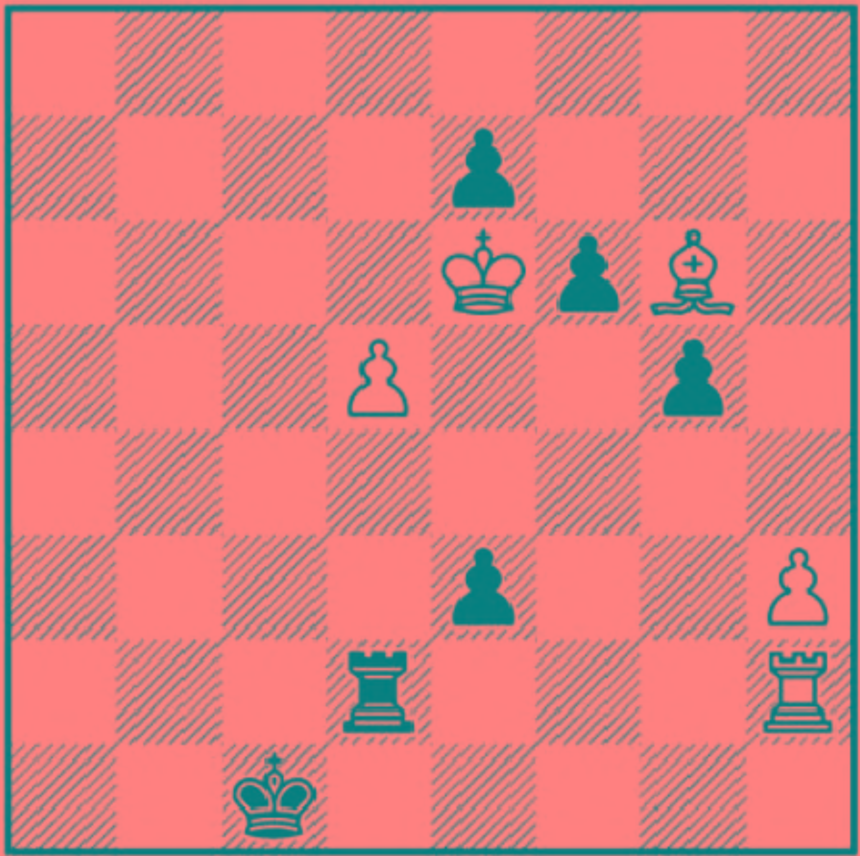
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W?



6

W?



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Chapter 4

Attack and Defense

In most games played by a chessplayer, he either attacks or defends; sometimes even both. It is clear that we cannot overestimate the importance of improving our skill in those areas.

However, I have few tests on those subjects, and even those few that I do have are employed only rarely – mainly because both attack and defense are not one-time events; both are a process that requires skillful and precise activity on every move. As for exercises included in the tests, each of them presents only a separate fragment out of this process, and, as a rule, a tactical one which requires finding an offensive or a defensive combination. An ability to solve such tasks is certainly a very important one. However, it is but an element of a theme that we examine. Both attack and defense are broad, extensive concepts that embrace various aspects, including those that are impossible to reflect adequately in a short series of training positions. Then again, the exercises are rather diversified, and the games they are taken from contain many instructive moments that will be discussed in the comments.

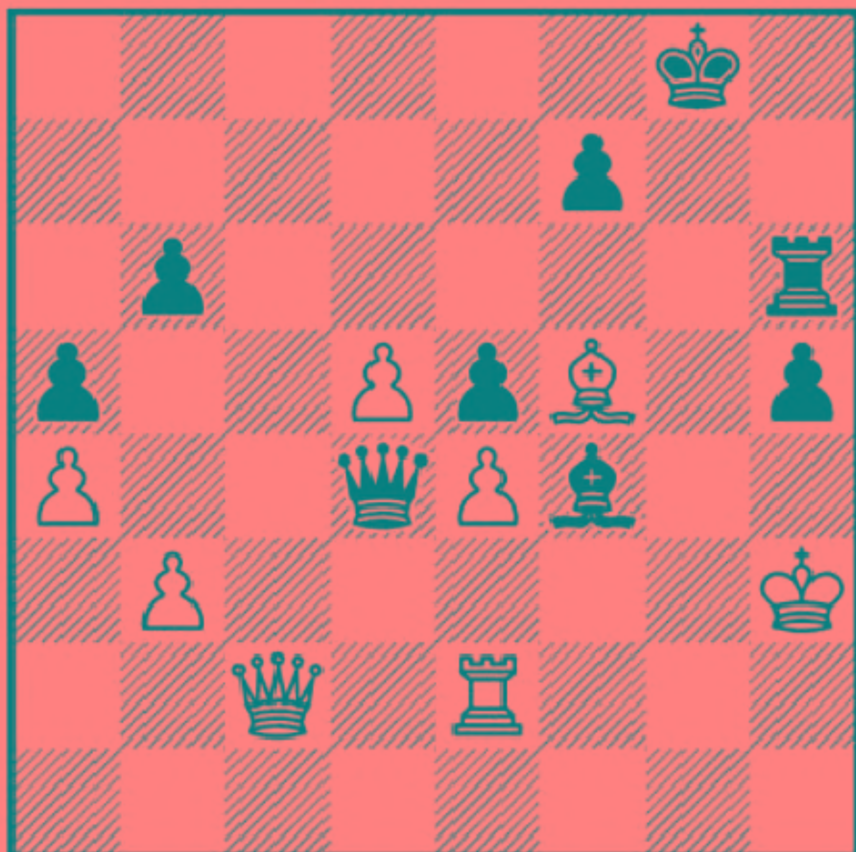
It seems reasonable for me to warn you that the tests **Attack #2** and **Defense #2** are

very difficult, and even strong players should allow at least an hour and a half for solving them. The test **Attack and Defense** is also difficult – and also rather unusual. In every exercise of this test, you will have to determine the best way of attacking the opponent's position first, and then change color of your pieces in your mind and find the best antidote. While examining such situations, I noticed that if one of the players manages to the solve secrets of the position and chooses an obscure path, the other usually fails to cope with his problems of finding an optimal solution to his tasks and loses. But very often such a solution does exist!

Attack #1

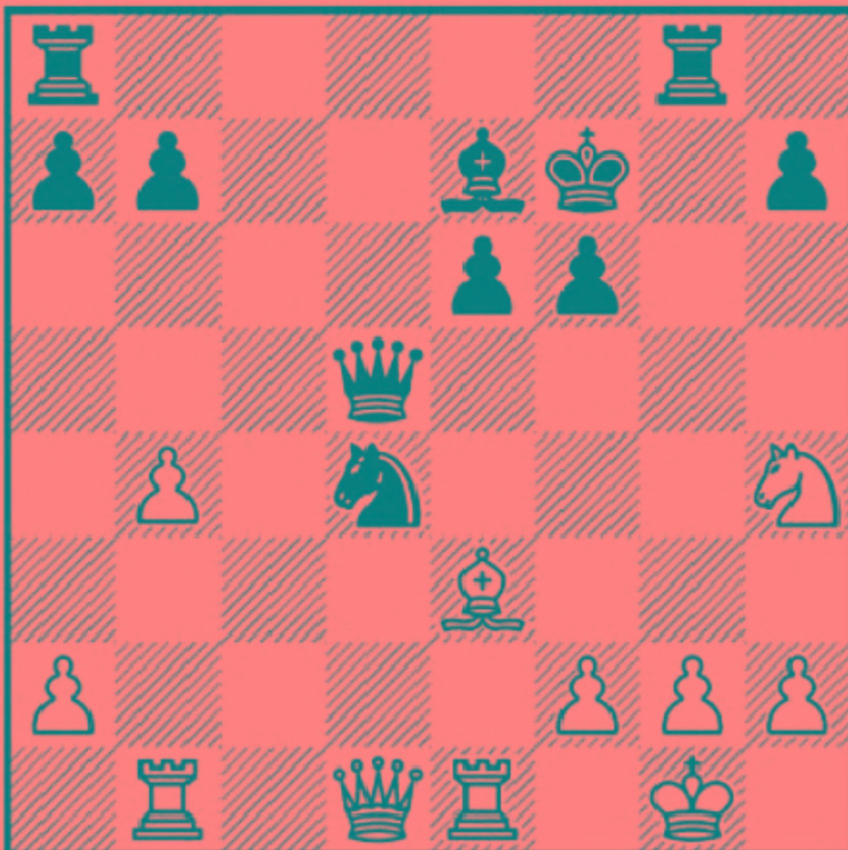
1

B?



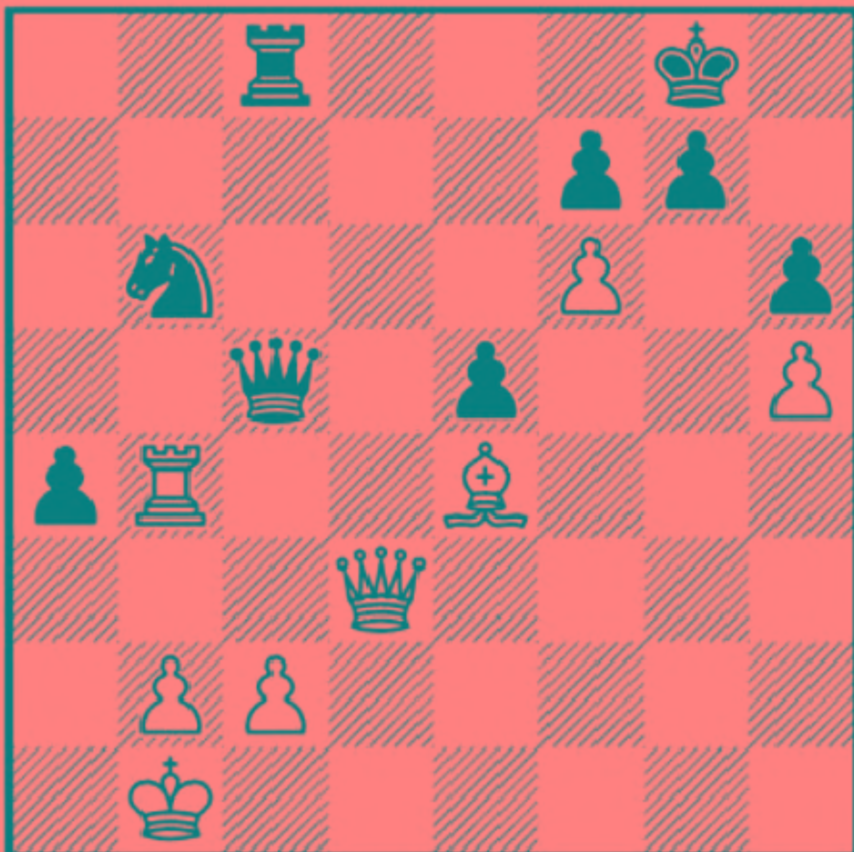
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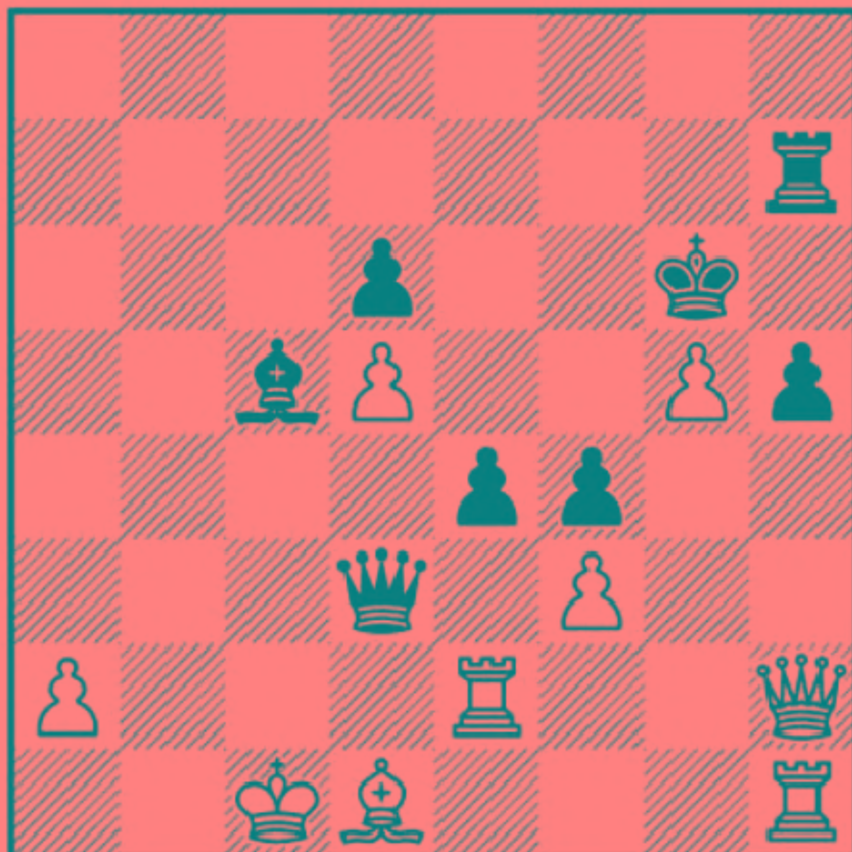
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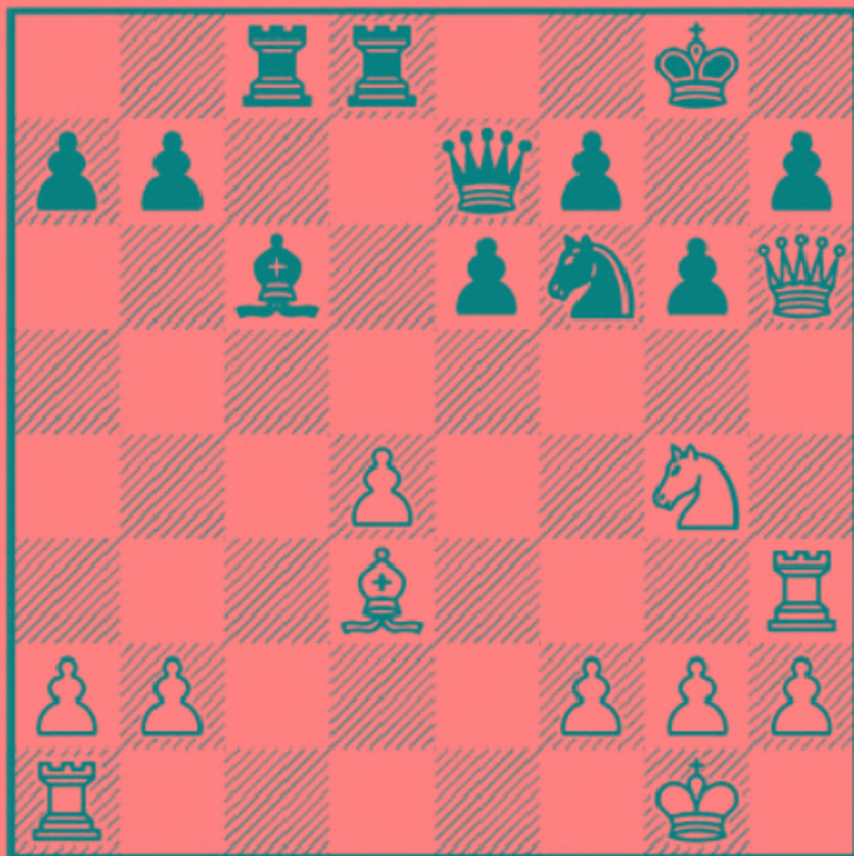
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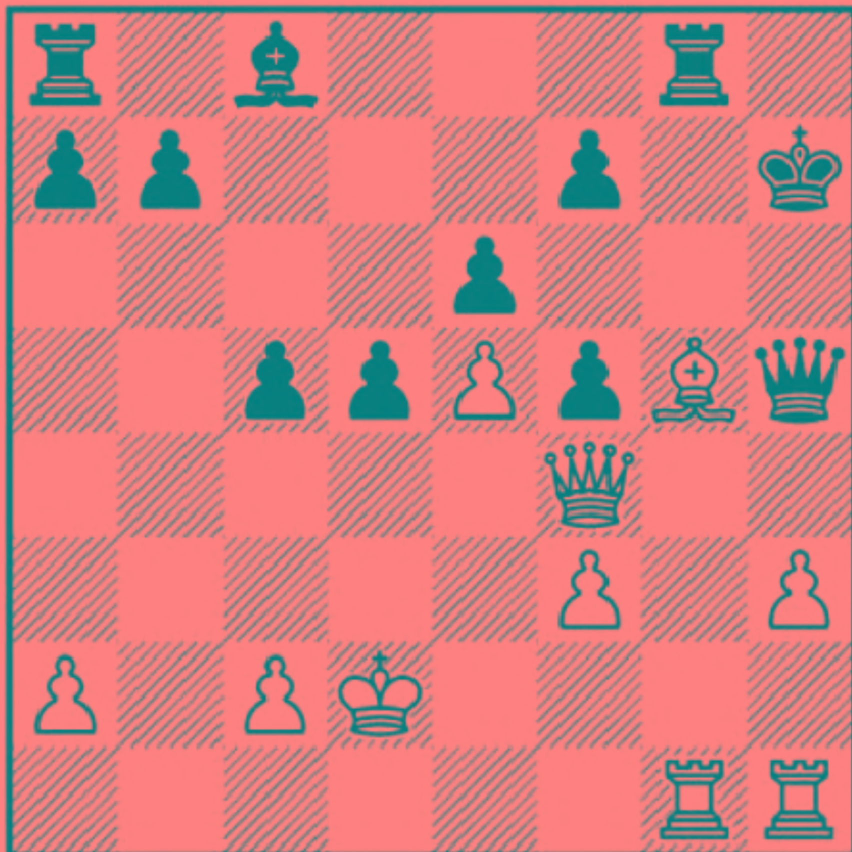
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W?



6

W?

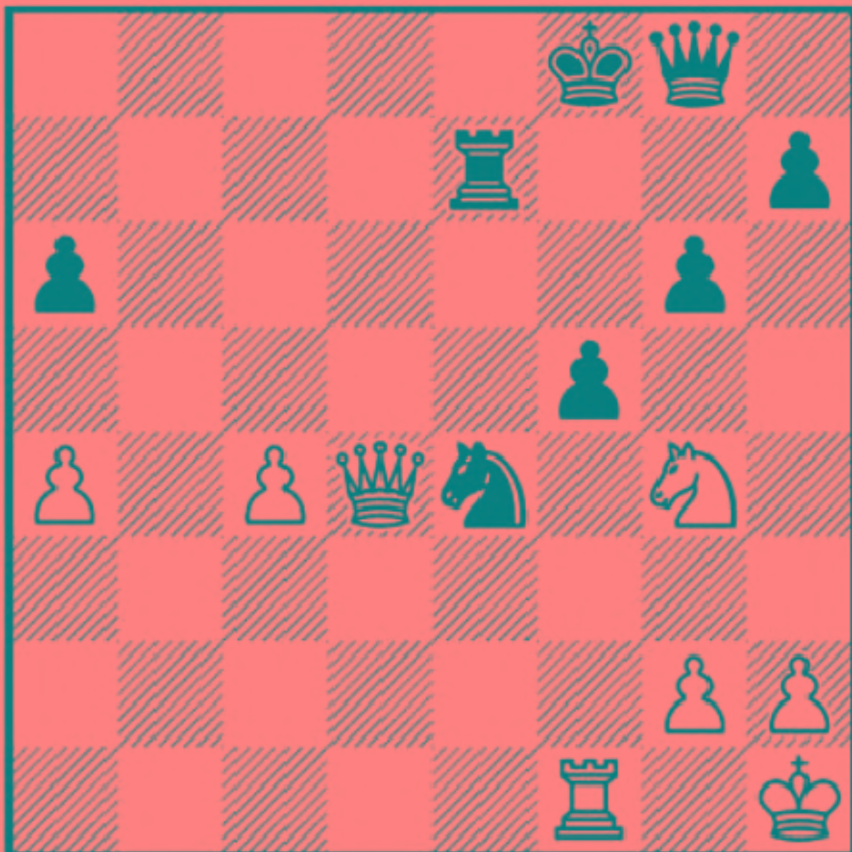


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Attack #2

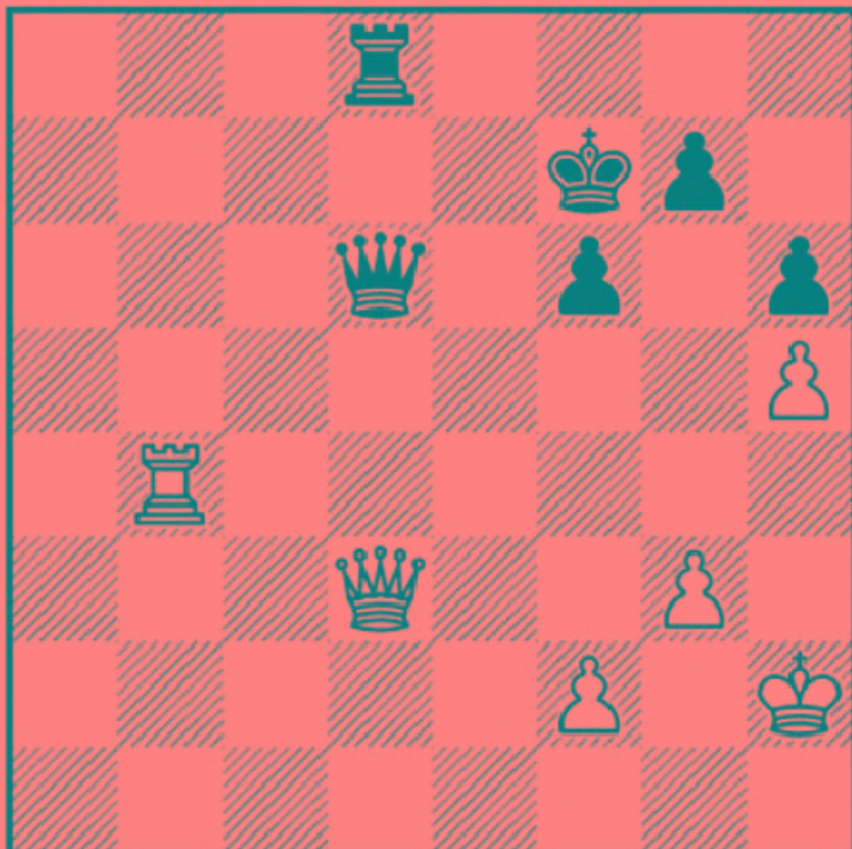
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W?



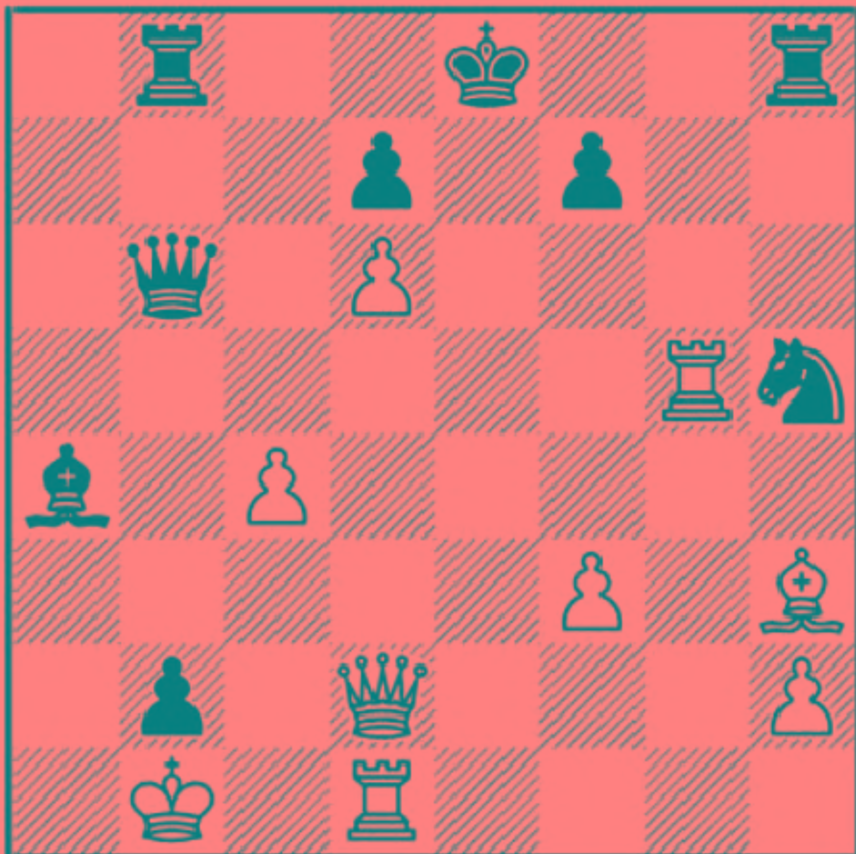
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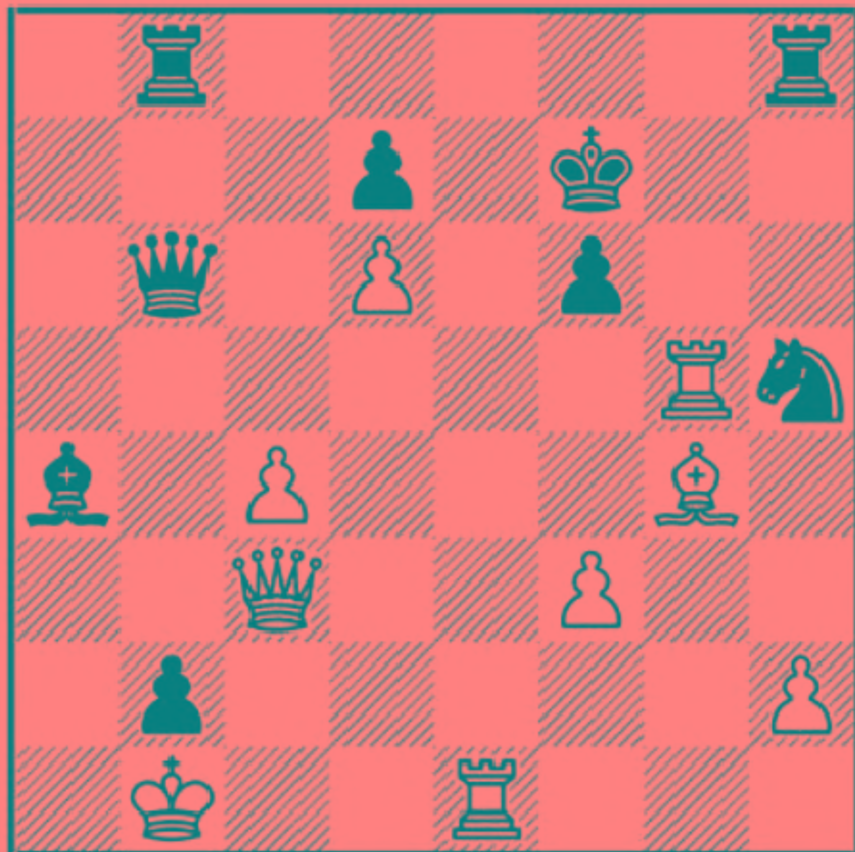
W?



Note: Black cannot castle as the h8-rook has previously moved.

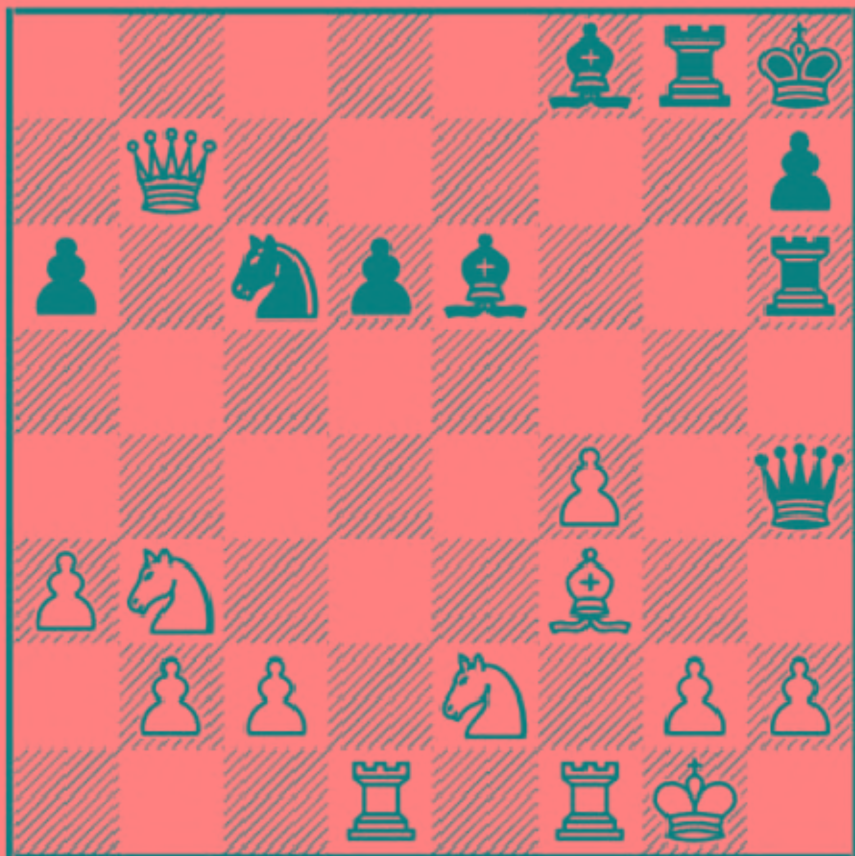
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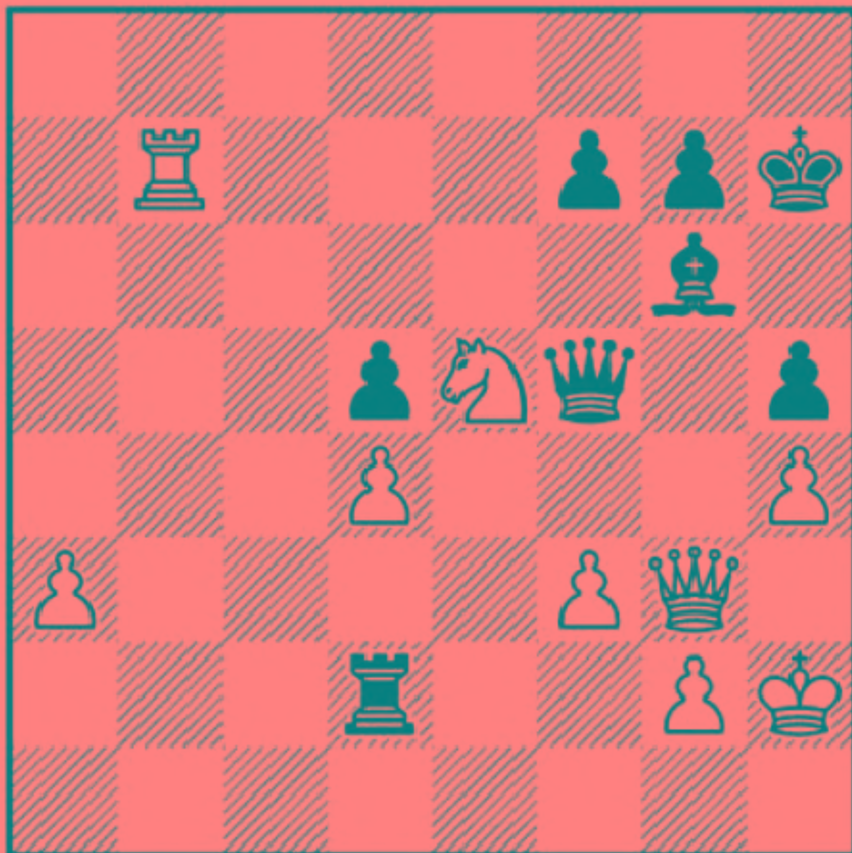
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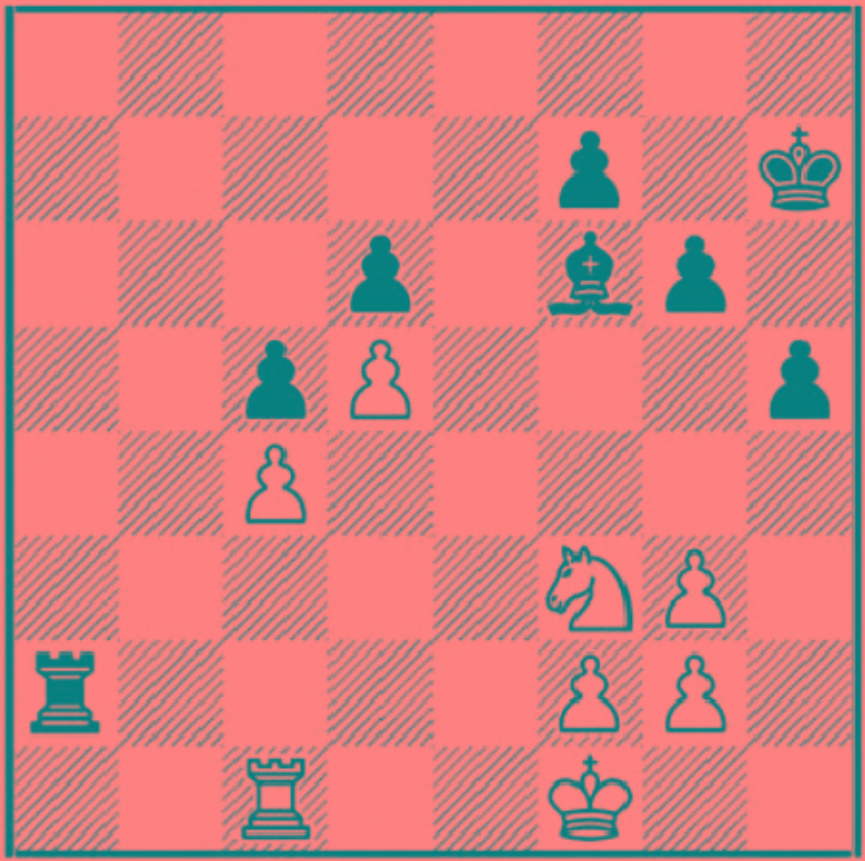


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Defense #1

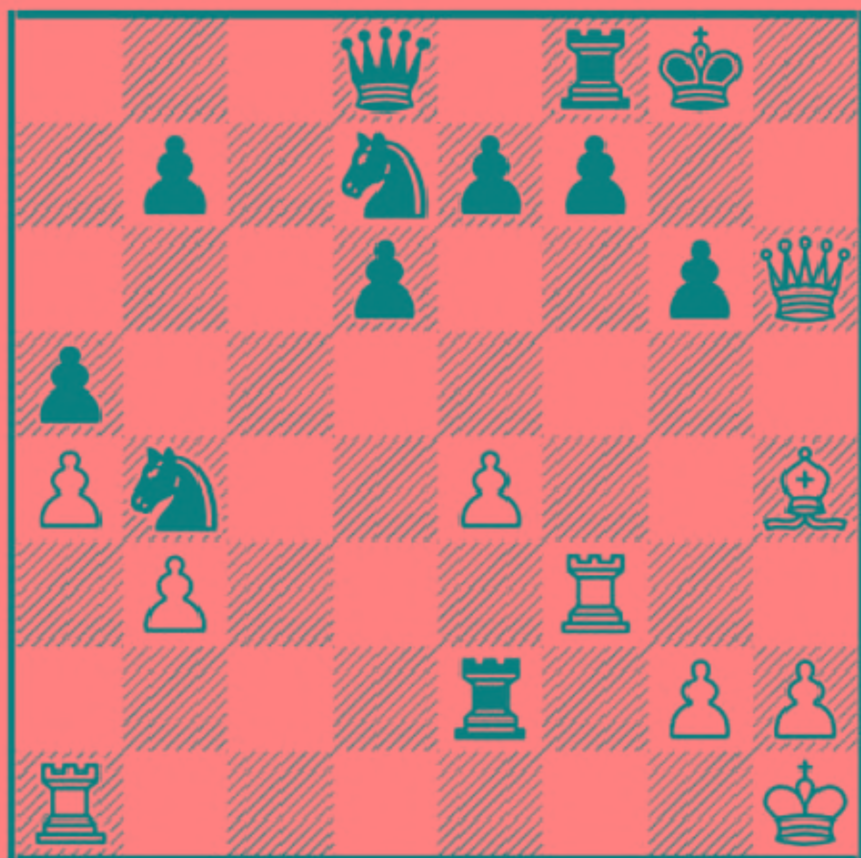
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W?



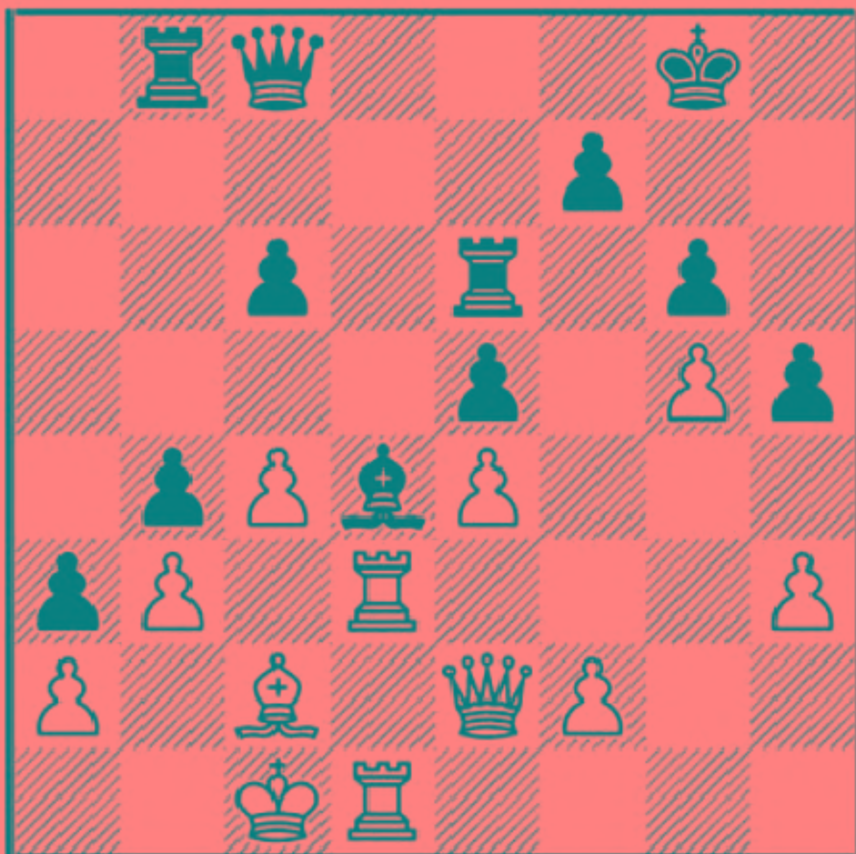
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B?



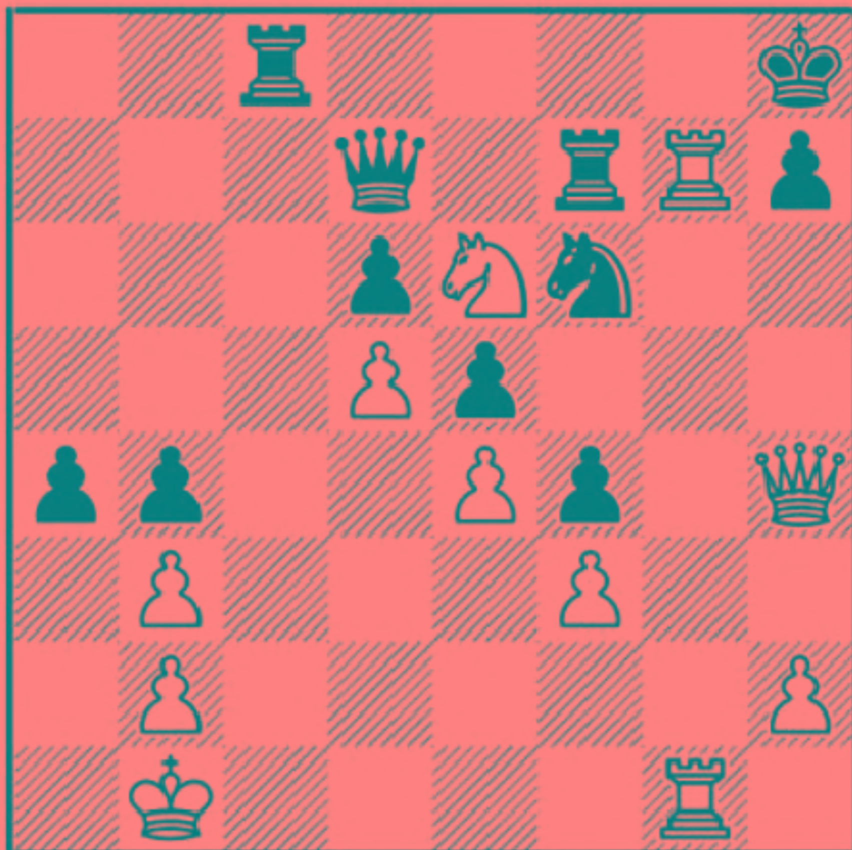
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W?



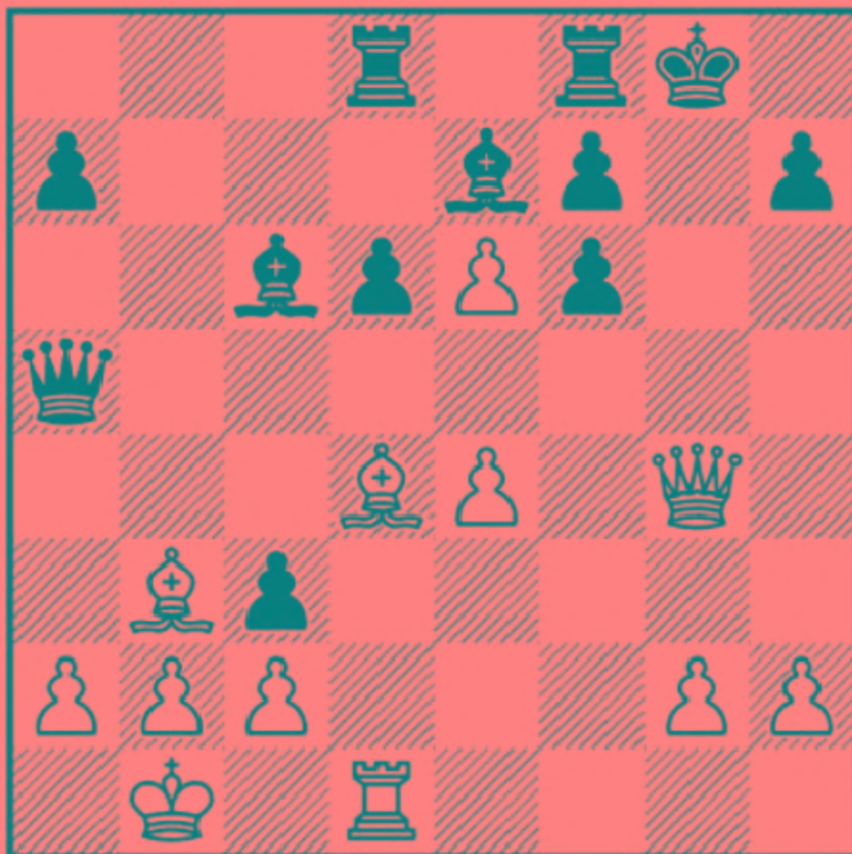
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B?



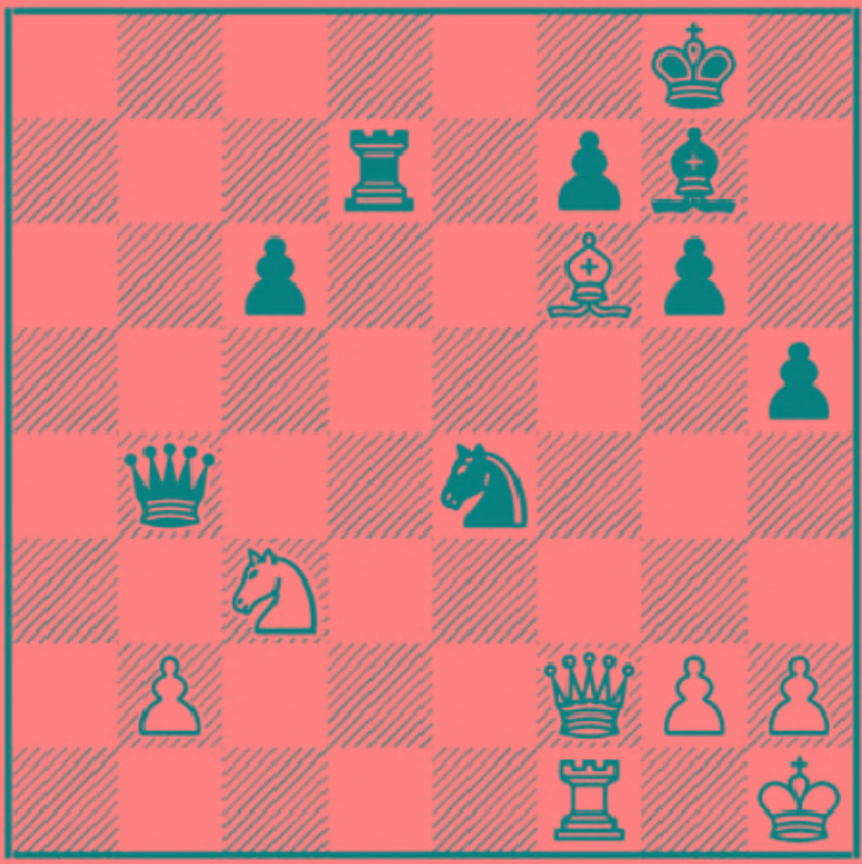
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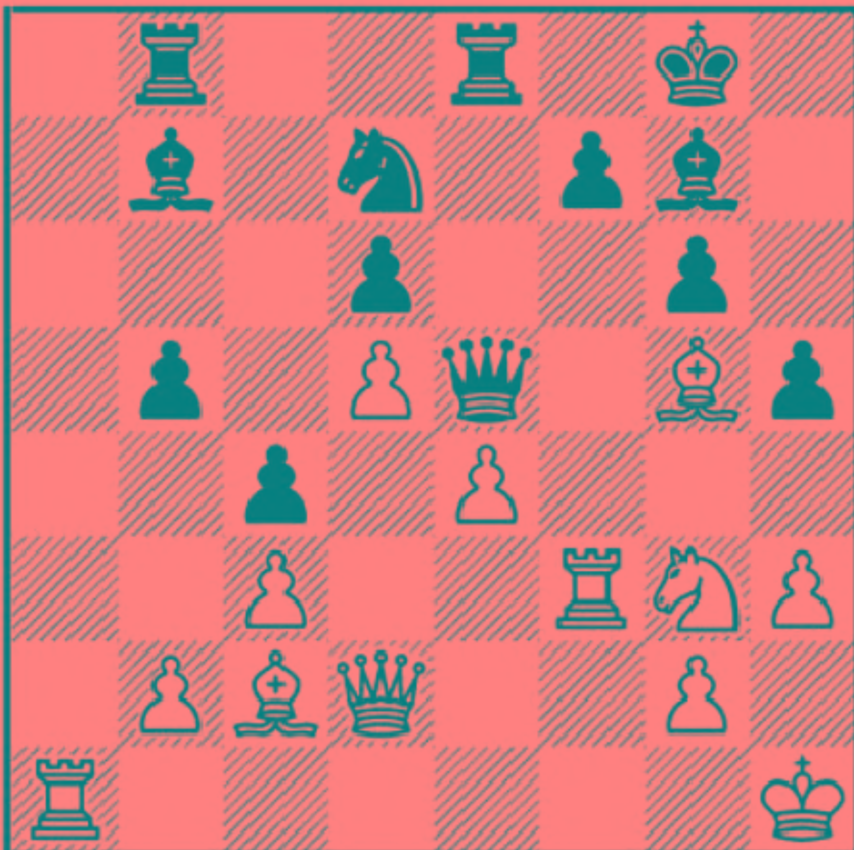


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Defense #2

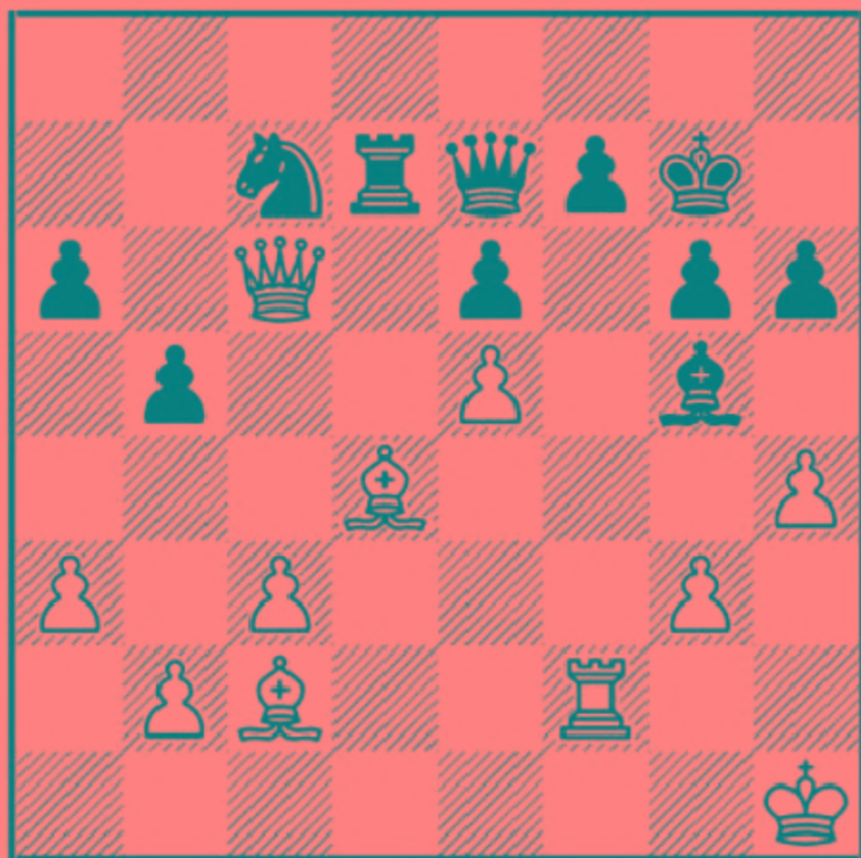
1

B?



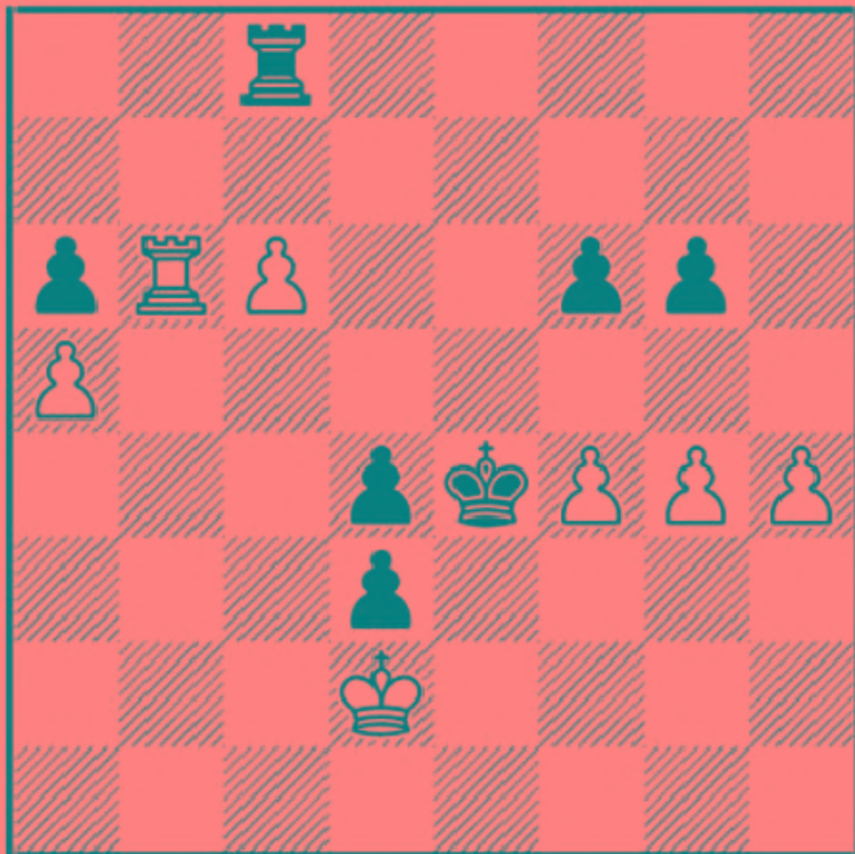
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B?



3

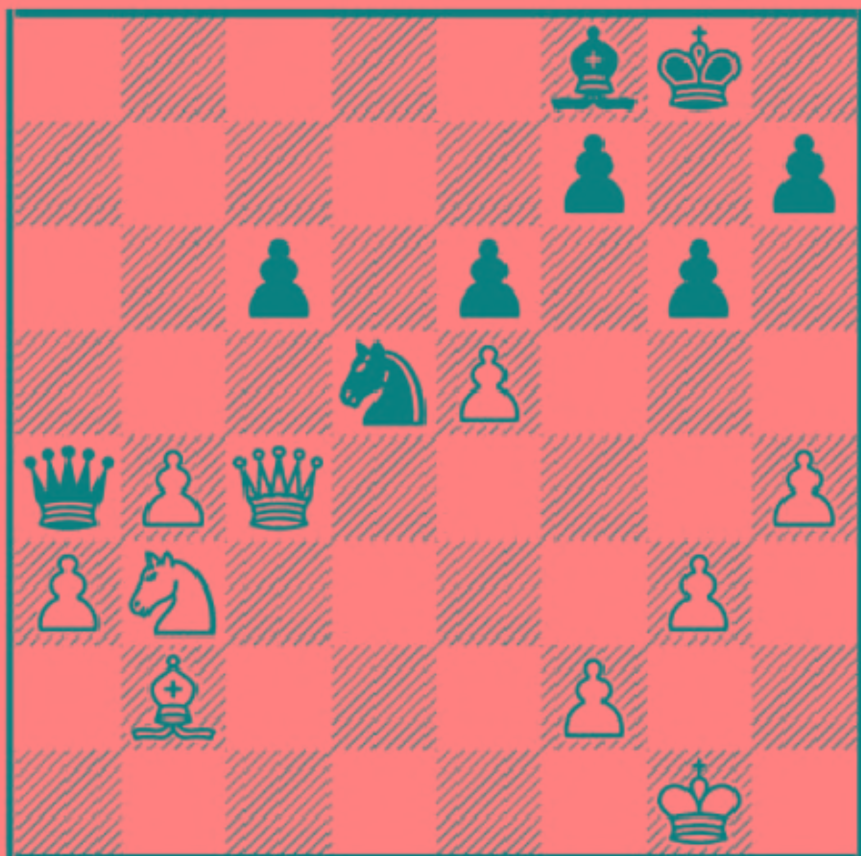
B?



Is it possible for Black to escape?

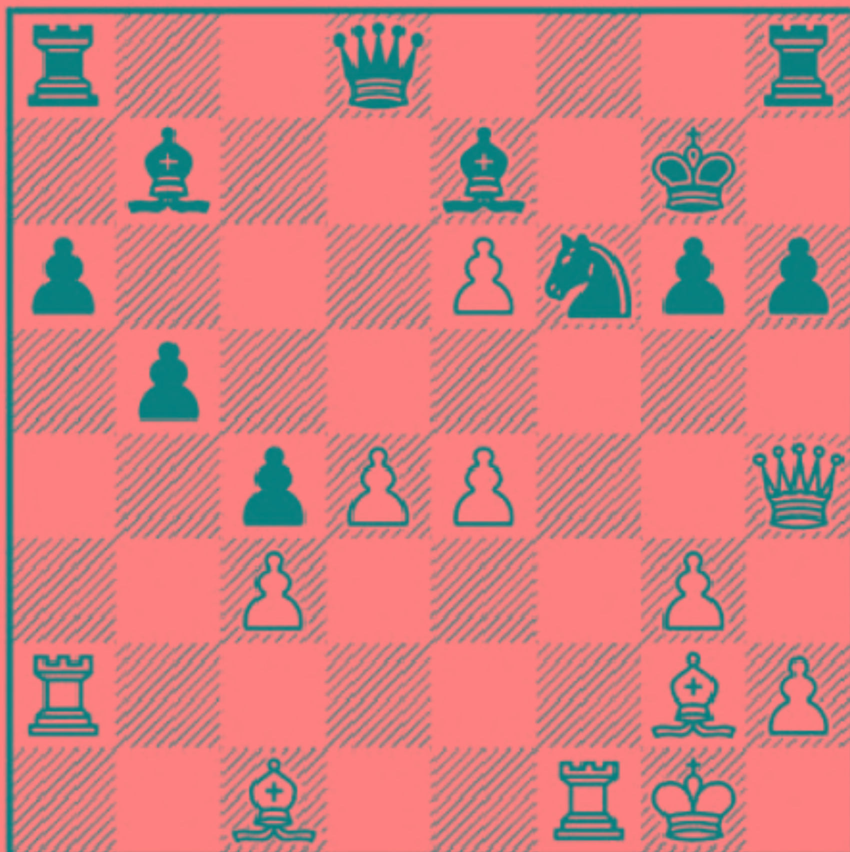
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B?



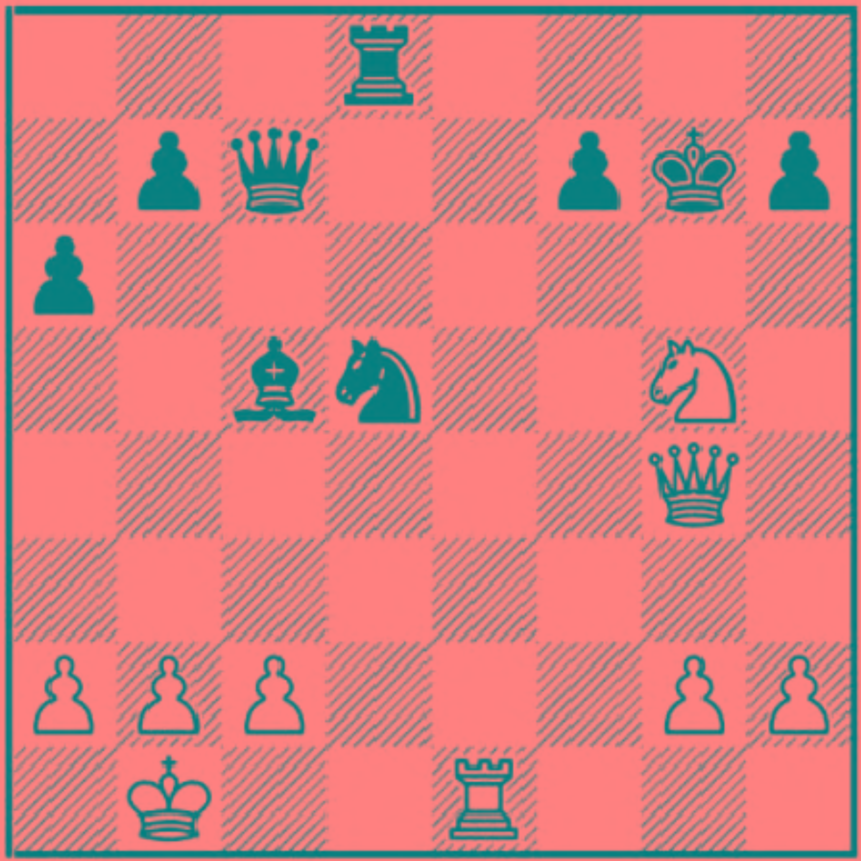
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B?



6

B?



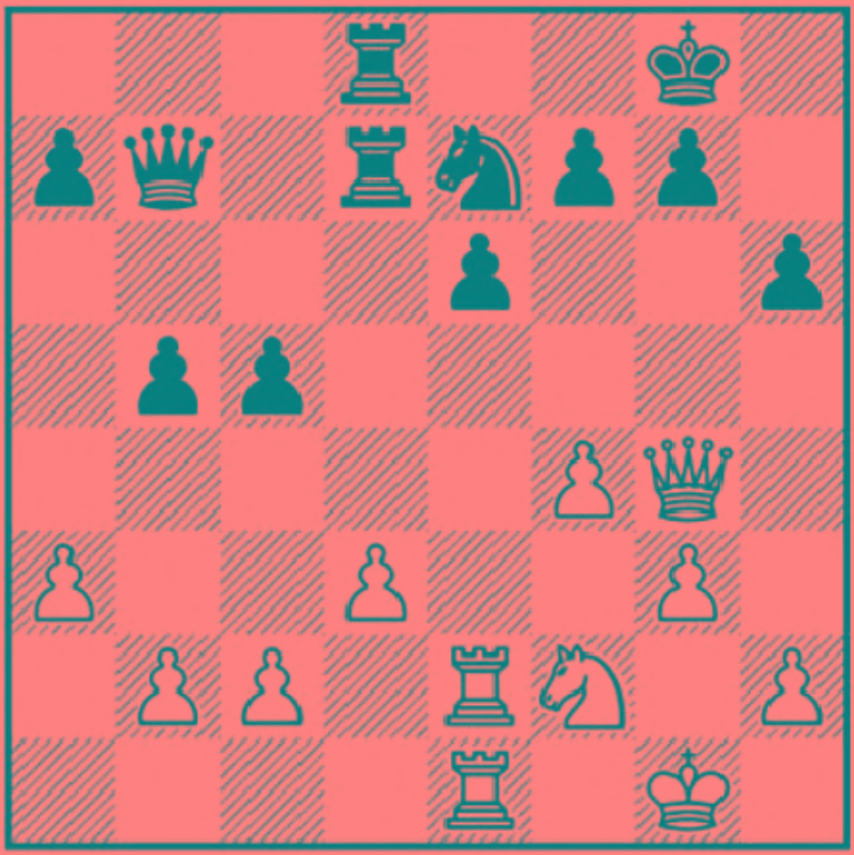
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Attack and Defense

In these exercises, you will have to choose the most promising way of developing the attack first and then find the best retort to it.

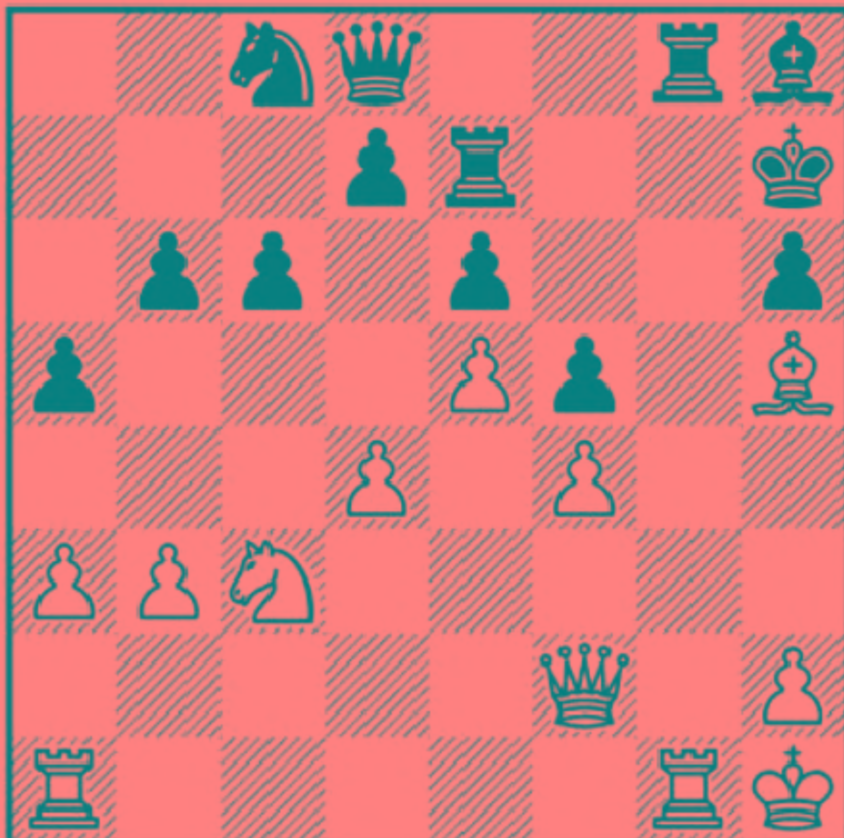
1

W?



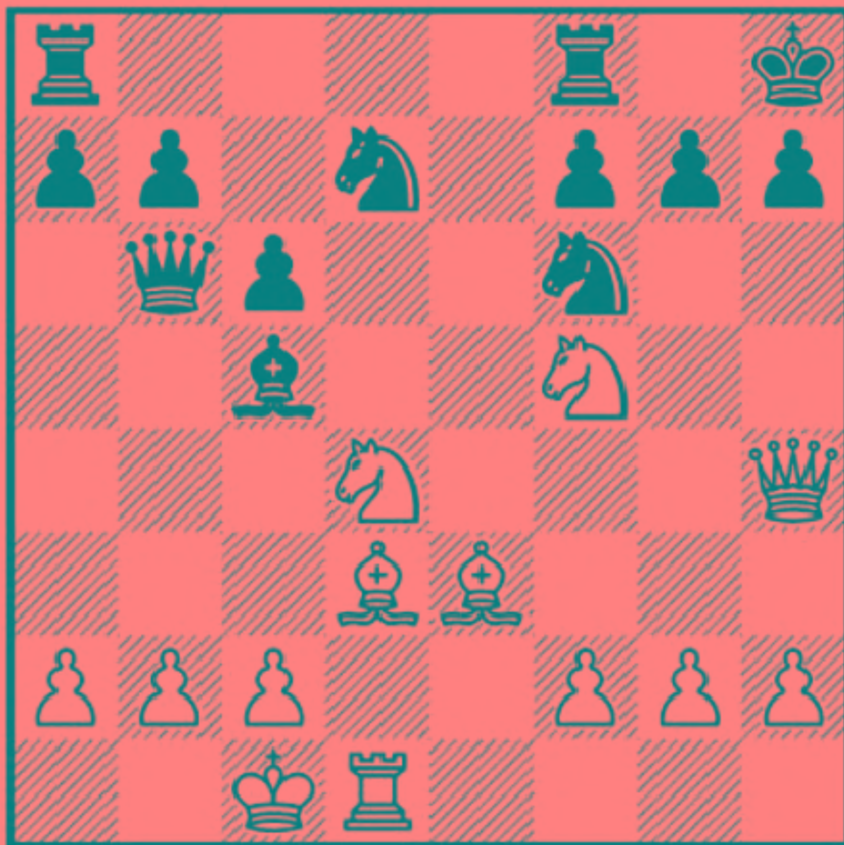
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W?



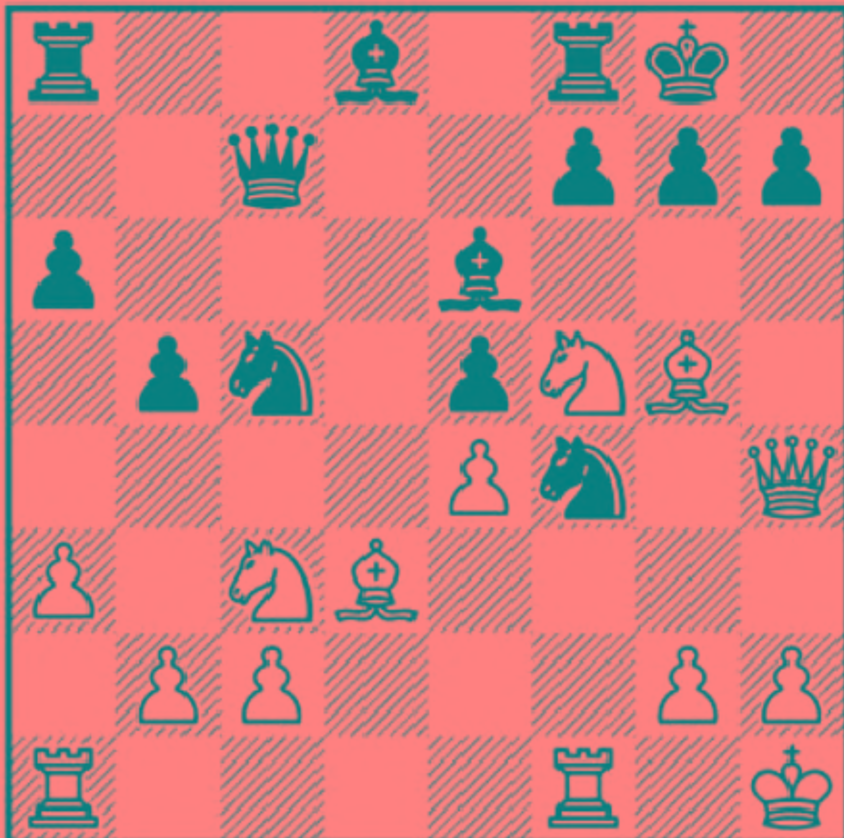
3

W?



4

W?



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Chapter 5

Positional Play

It is much more difficult to find quality positional exercises than tactical ones, as in the former the relative pros and cons of a variation are above all determined by a positional evaluation that is often arguable. How much better are tactics with clear-cut variations and concrete results (mate, win of the material, etc.) which can be unequivocally corroborated by an engine!

The **Positional Test** contains fairly difficult examples which are associated with different, very general strategic aspects. Among them are basic positional operations (exchanges, maneuvers, pawn play), prophylactics, choosing a game plan, positional sacrifice, etc. Each of those themes includes a multitude of diverse facets and should be a subject of serious examination itself.

Prophylactic Thinking is too important a subject to be left out, so, although there was a large chapter on in my book *Opening Development (School of Chess Excellence 4)* written in collaboration with Artur Yusupov and a great selection of exercises in another book, *Recognizing Your Opponent's Resources*, I still decided to include two tests on this theme here, though with examples that have been published before. The first of those tests is simple, while the second is slightly more difficult.

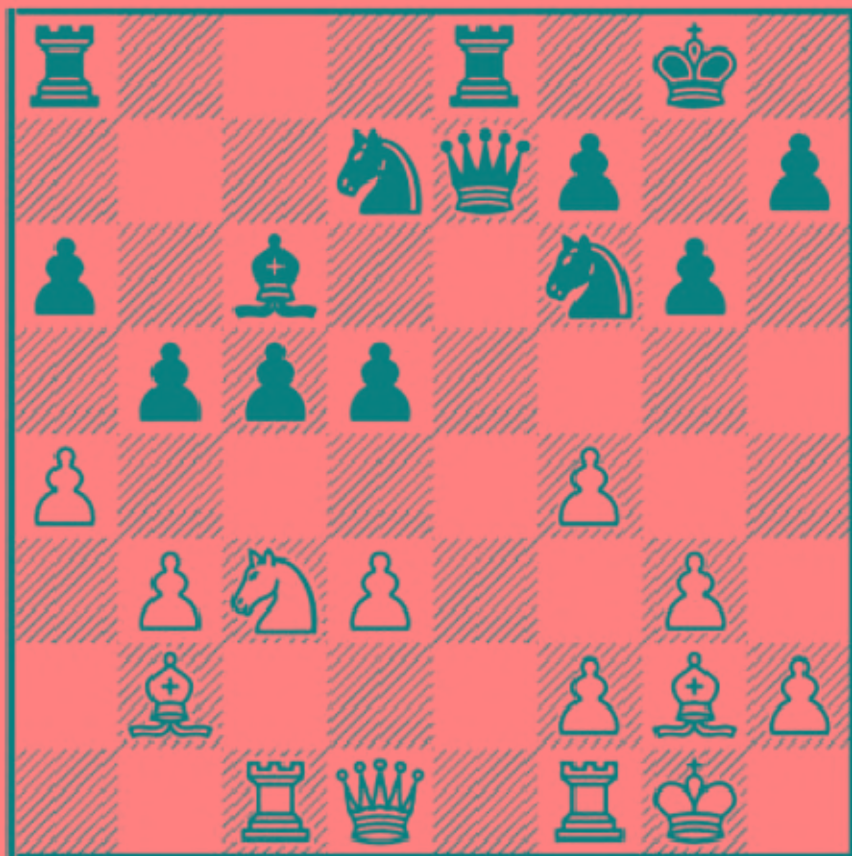
Other materials in this chapter are of a more concrete character. Thus, the test **Exchanging Queens** is devoted to one of the most important aspects in the general problem of exchanging pieces. Some time ago, I had a large article about this test. You can find it in Russian in the archives of the site e3e5.com.

The Principle of the Worst Piece test will help you to master one of the useful devices in searching for improving your position. There is an article of mine on this theme as well, which you can find on the above-mentioned site, and exercises have been included in my book *Maneuvering: The Art of Piece Play*.

Positional Test

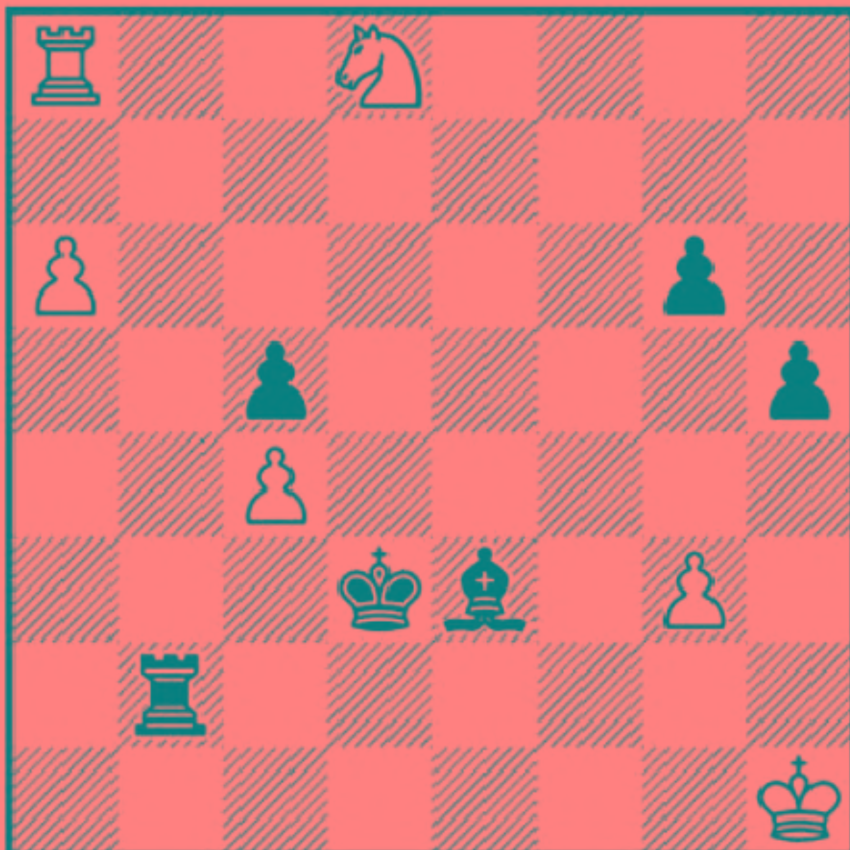
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W?



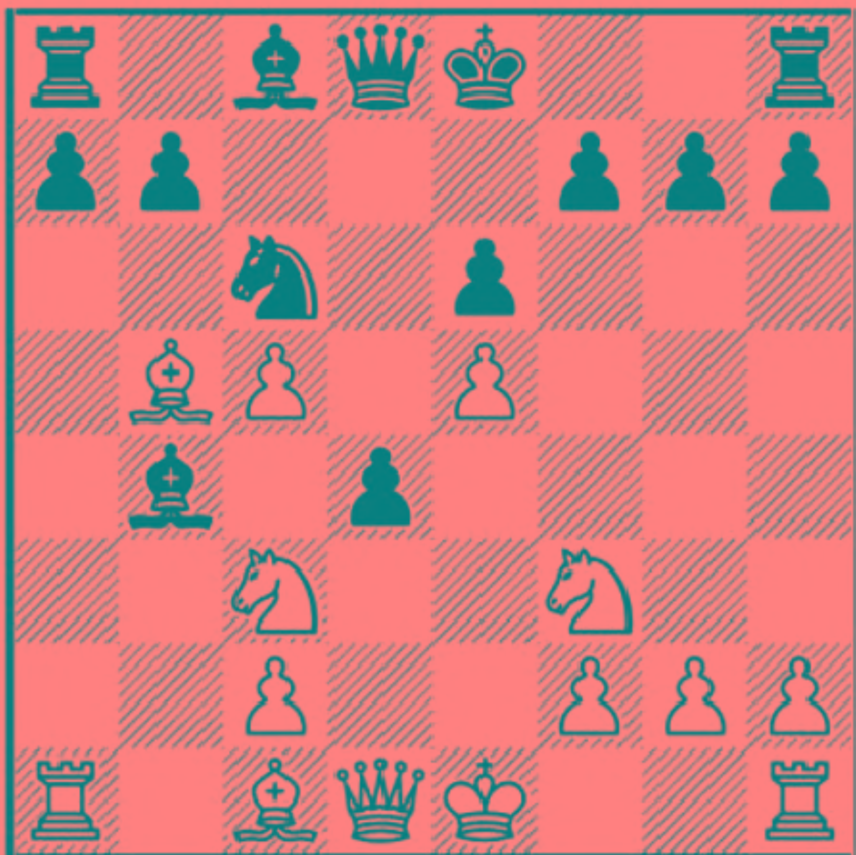
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B?



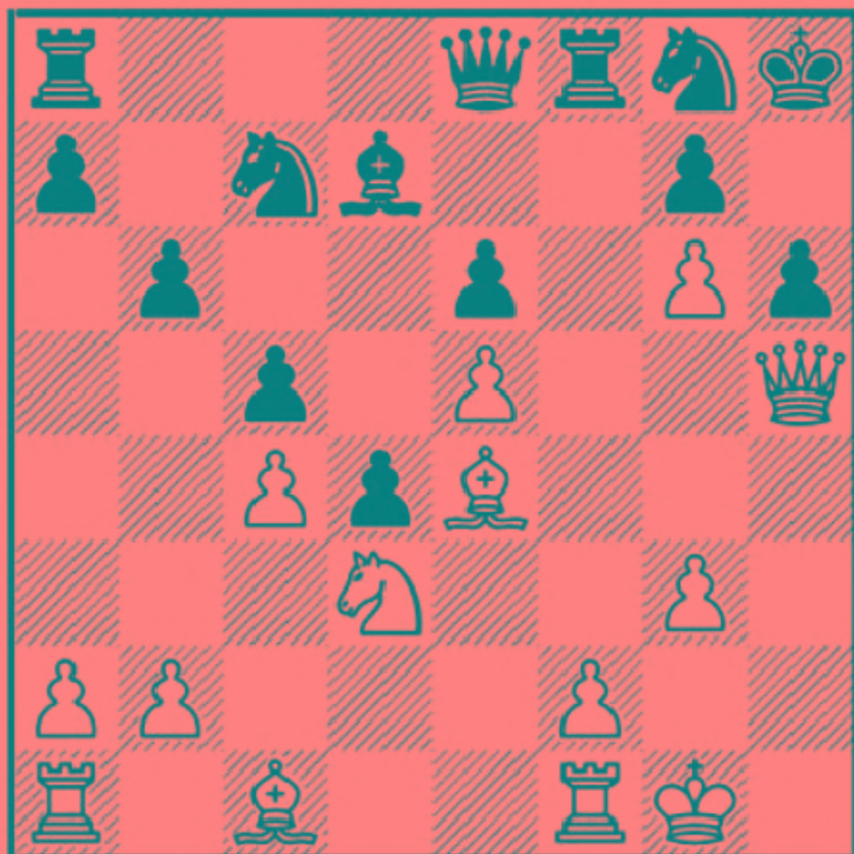
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W?



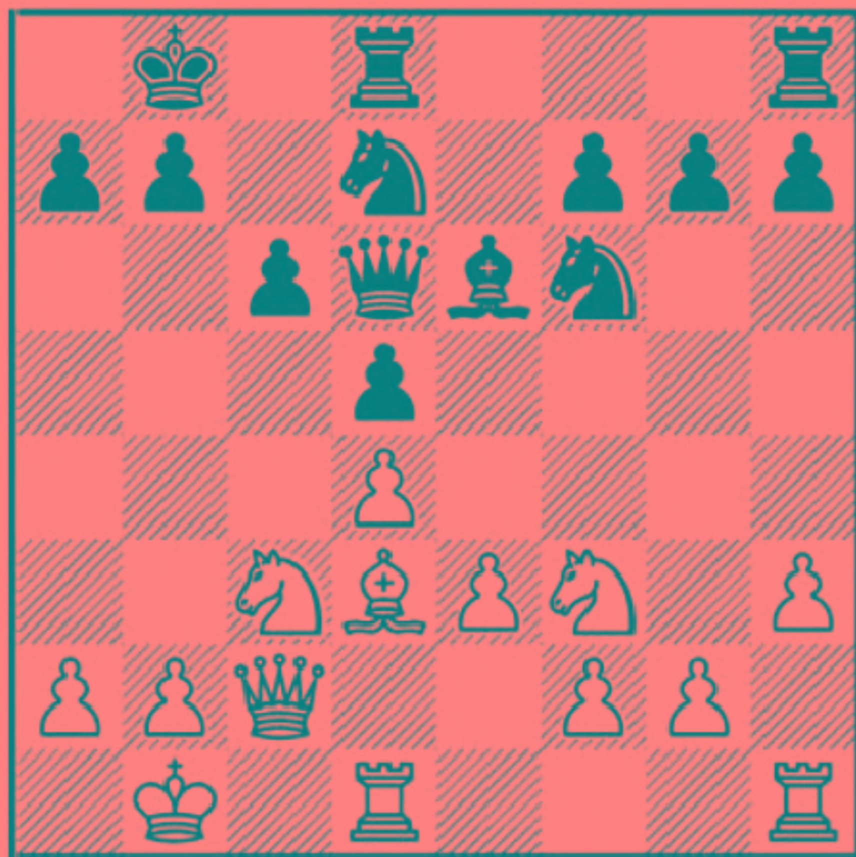
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W?



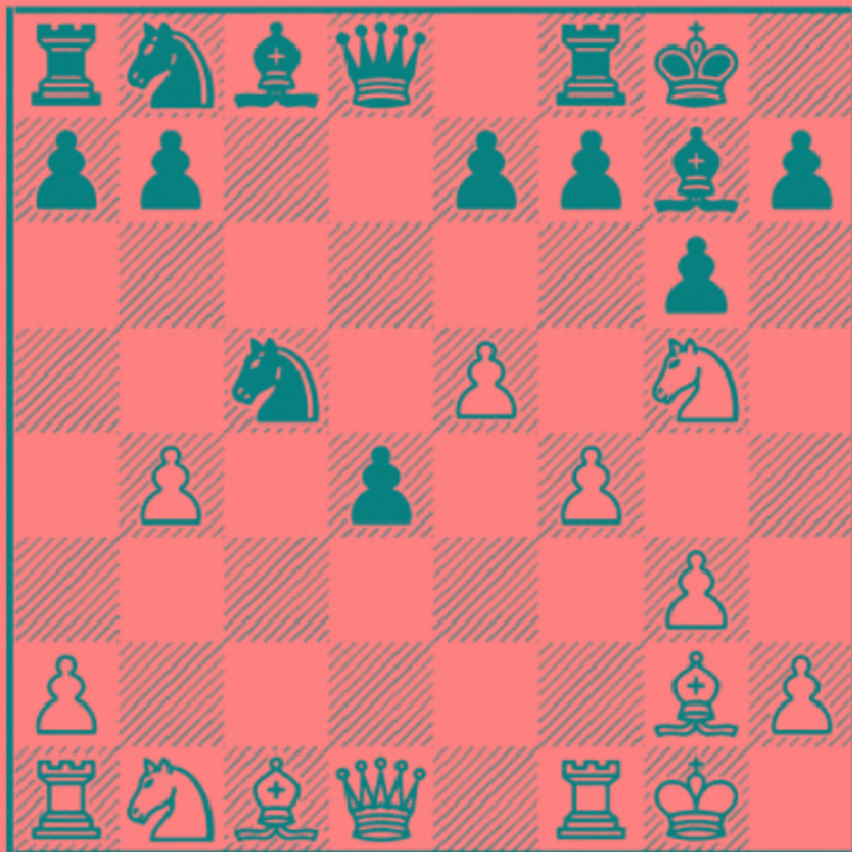
5

W?



6

B?

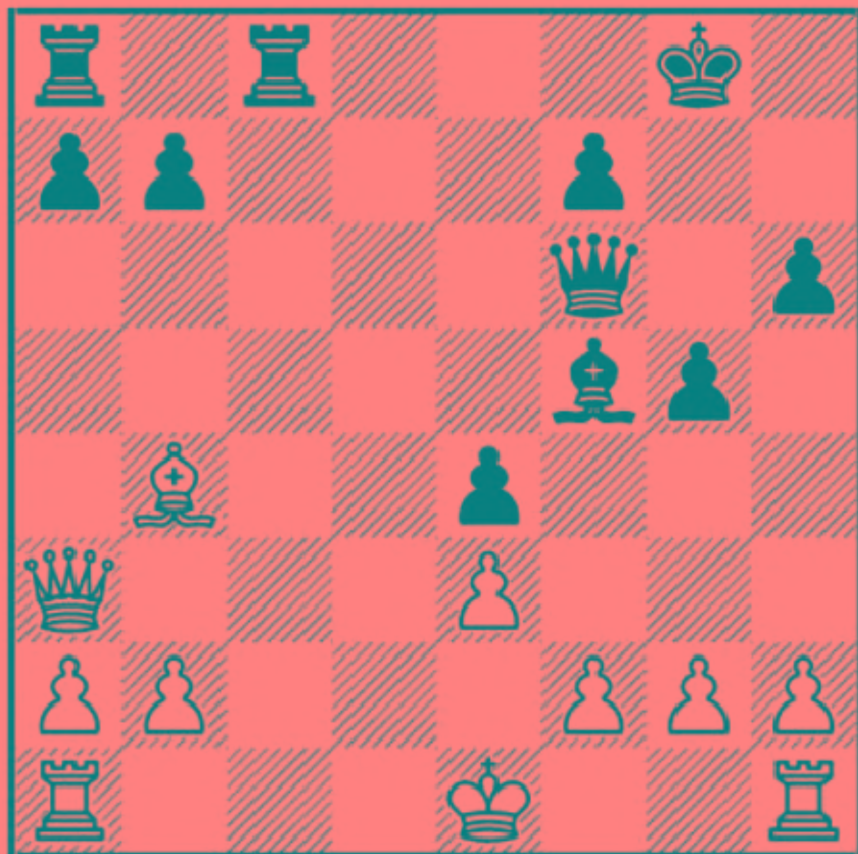


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Prophylactic Thinking #1

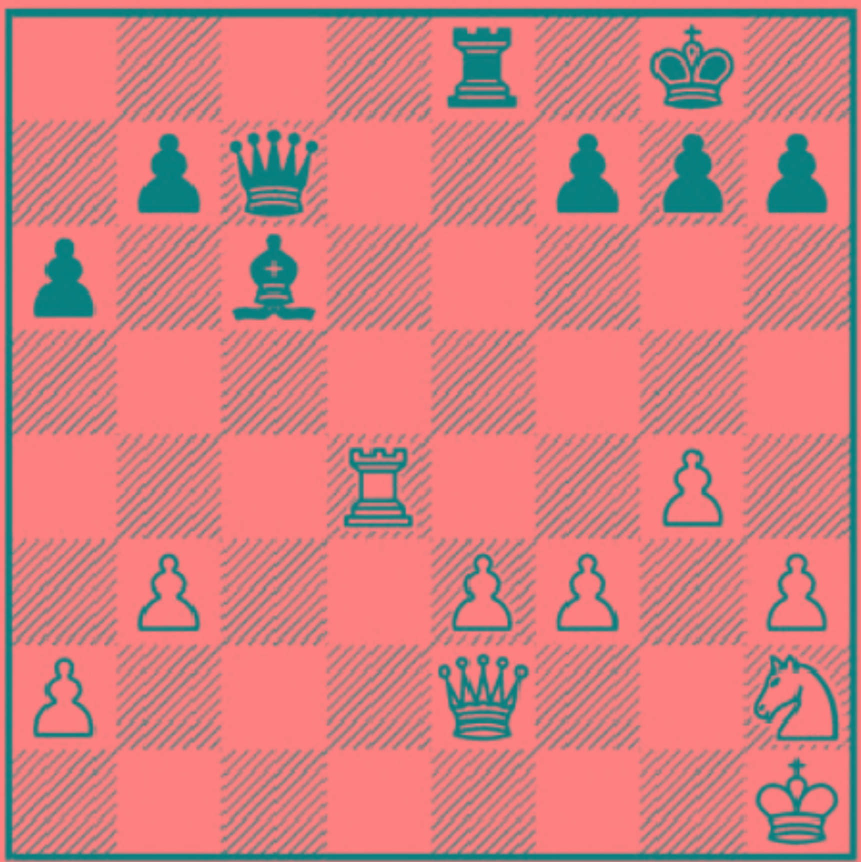
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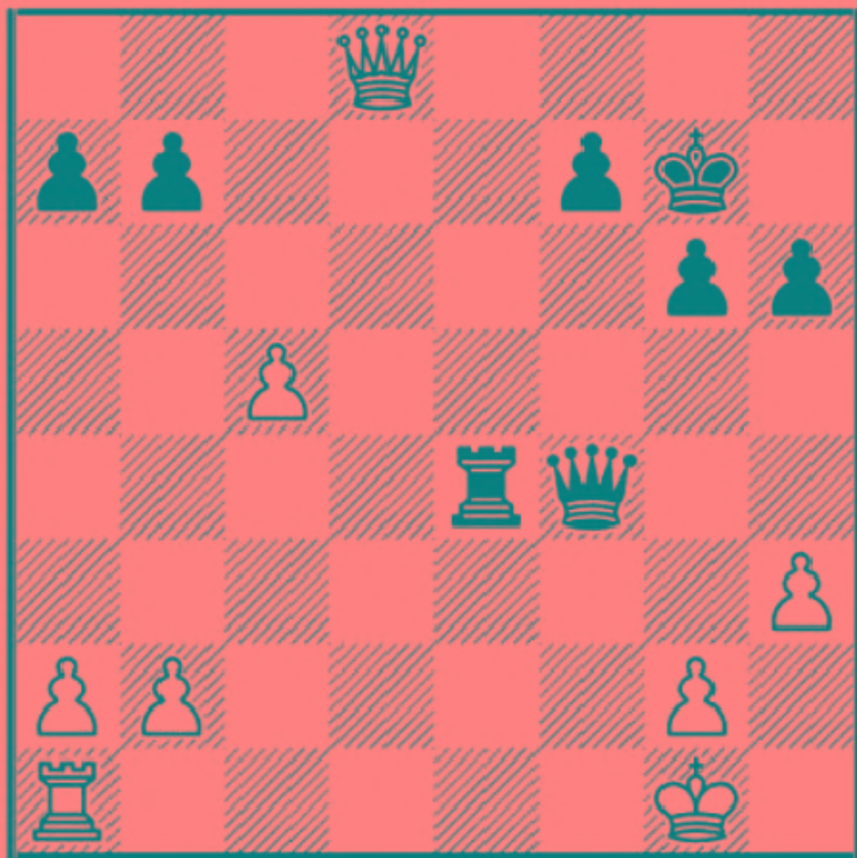
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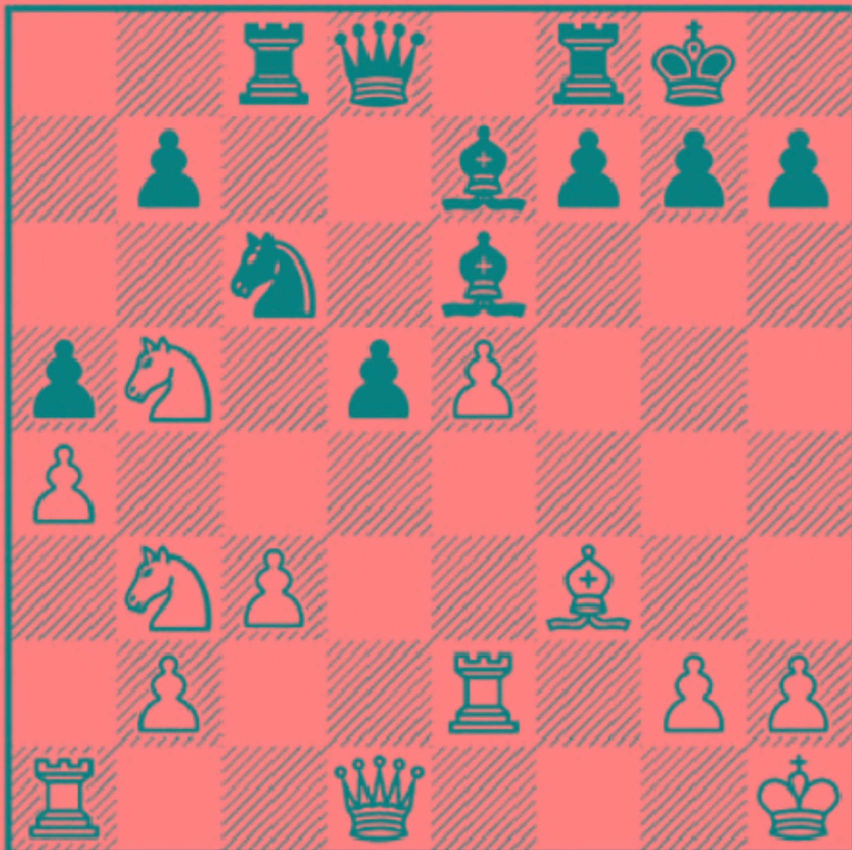
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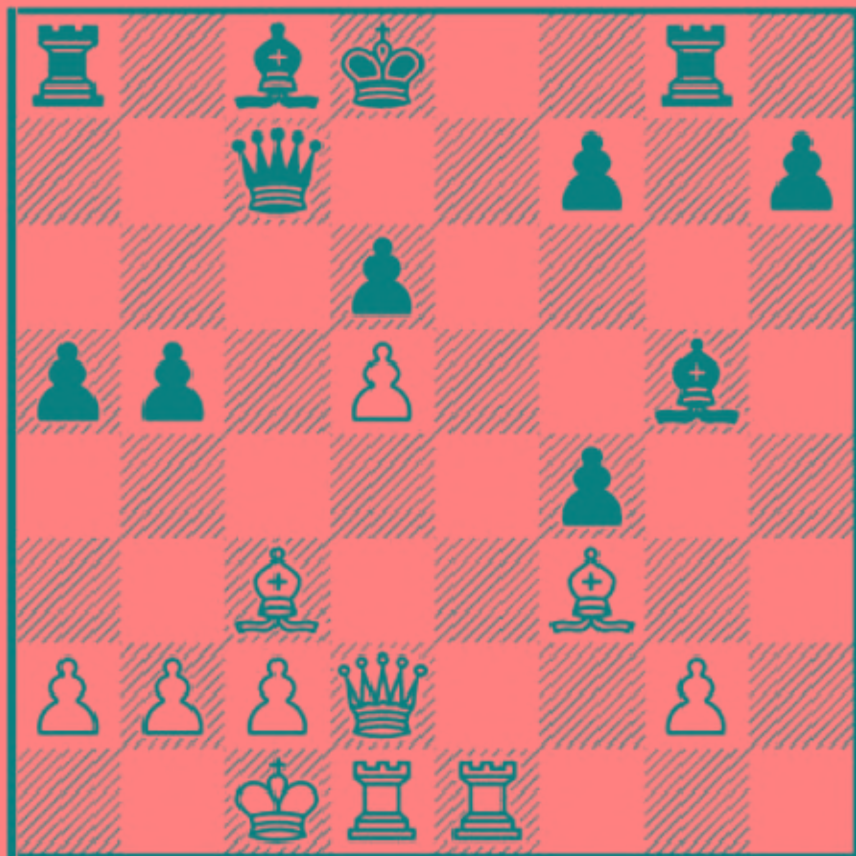
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W?



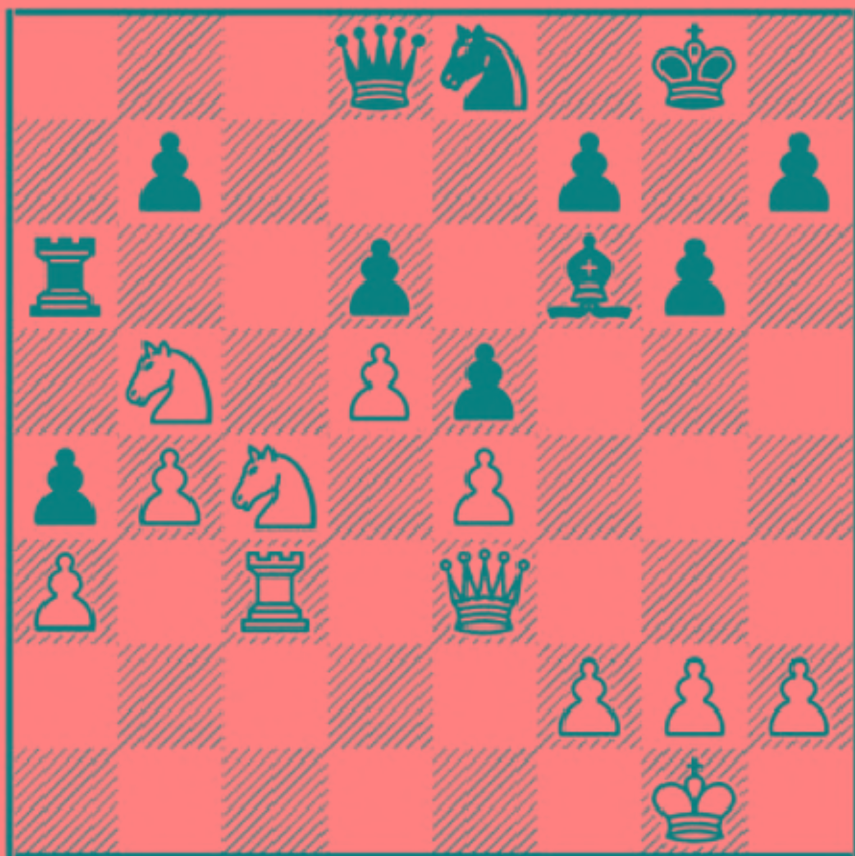
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W?



6

W?

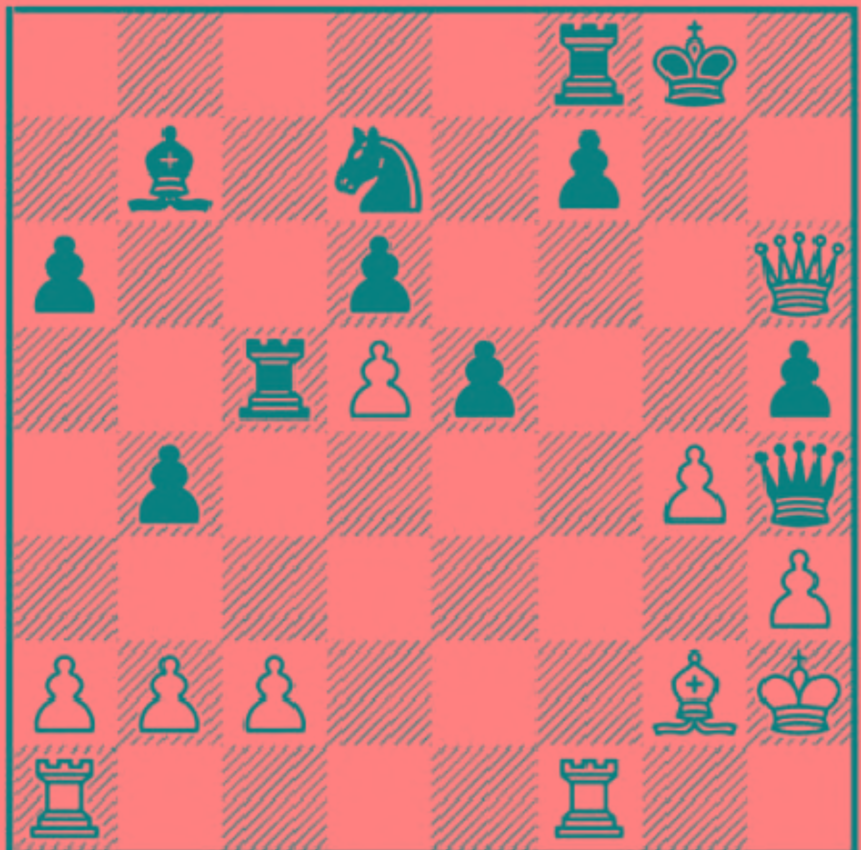


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Prophylactic Thinking #2

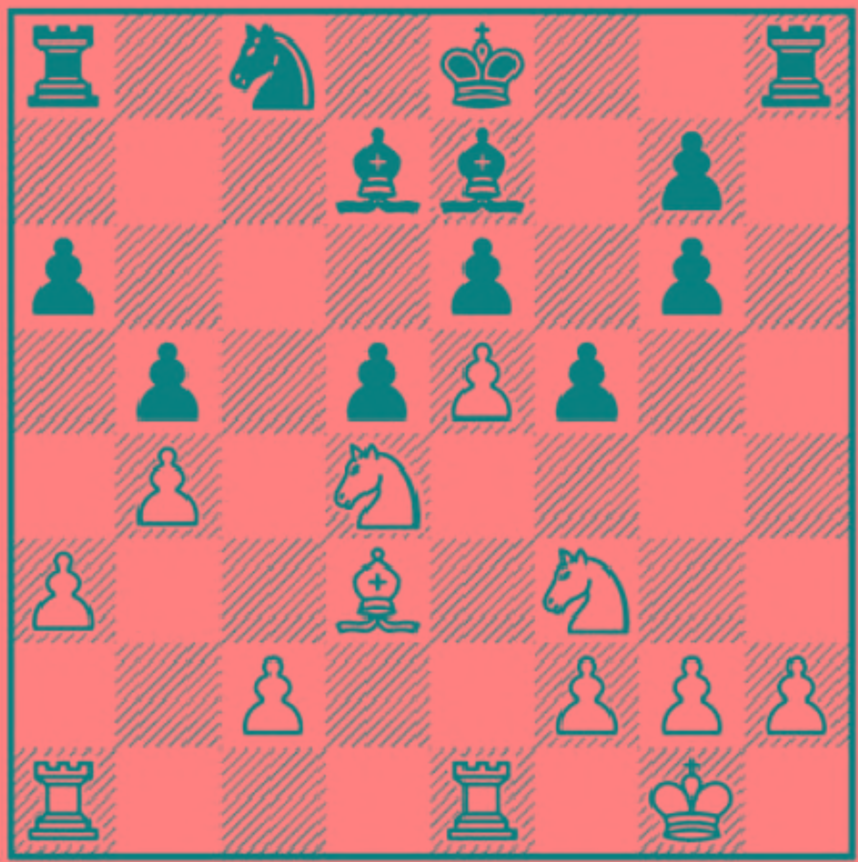
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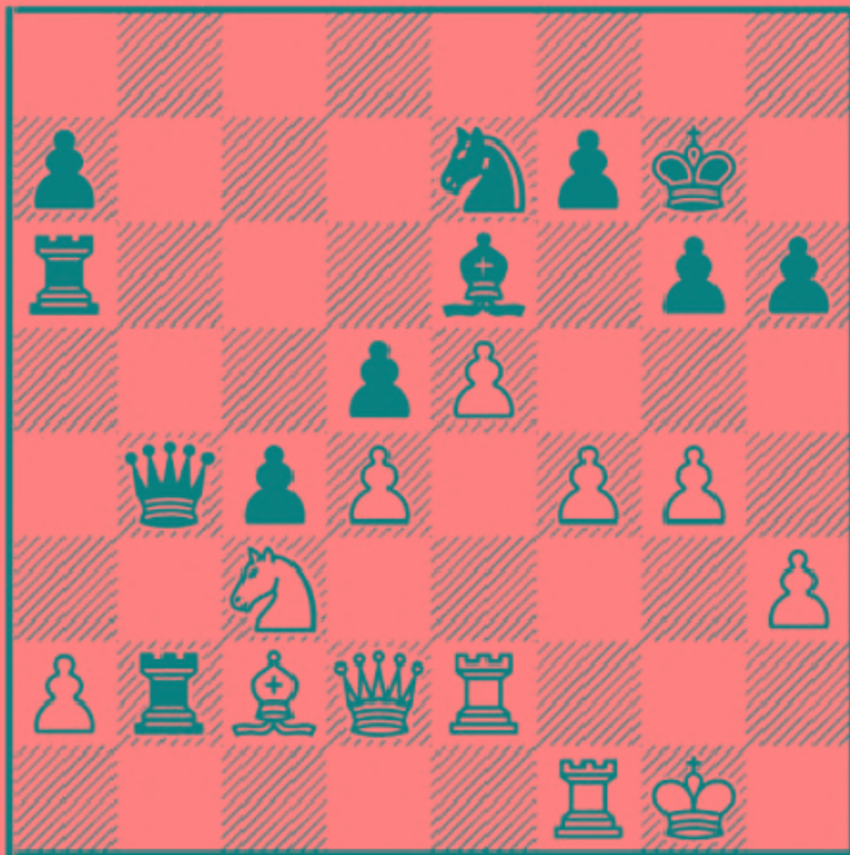
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W?



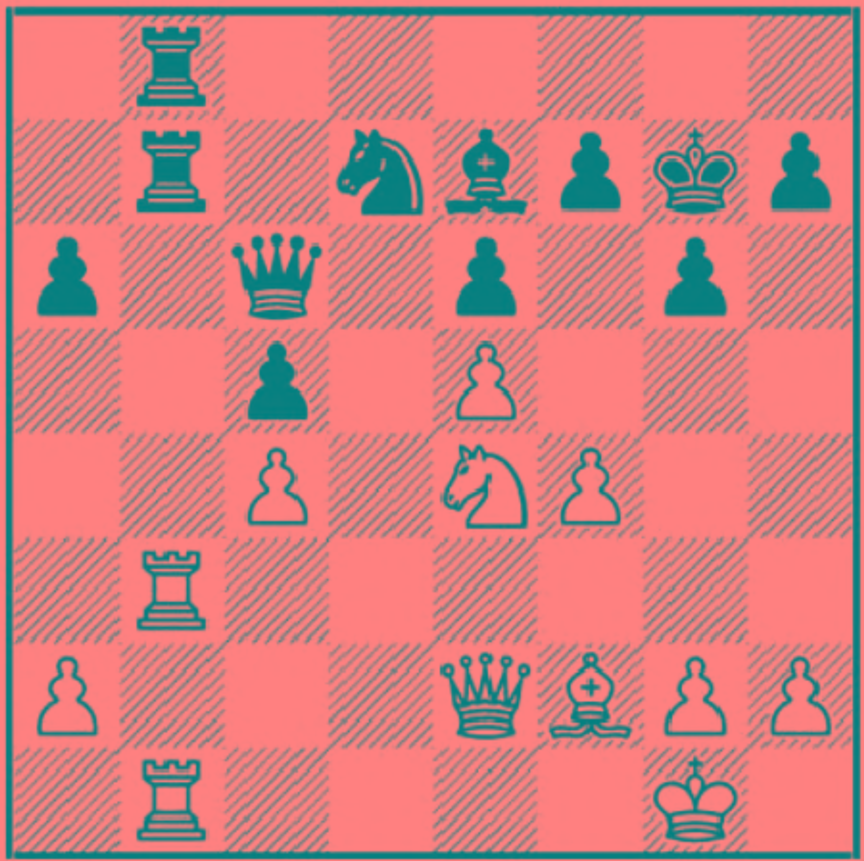
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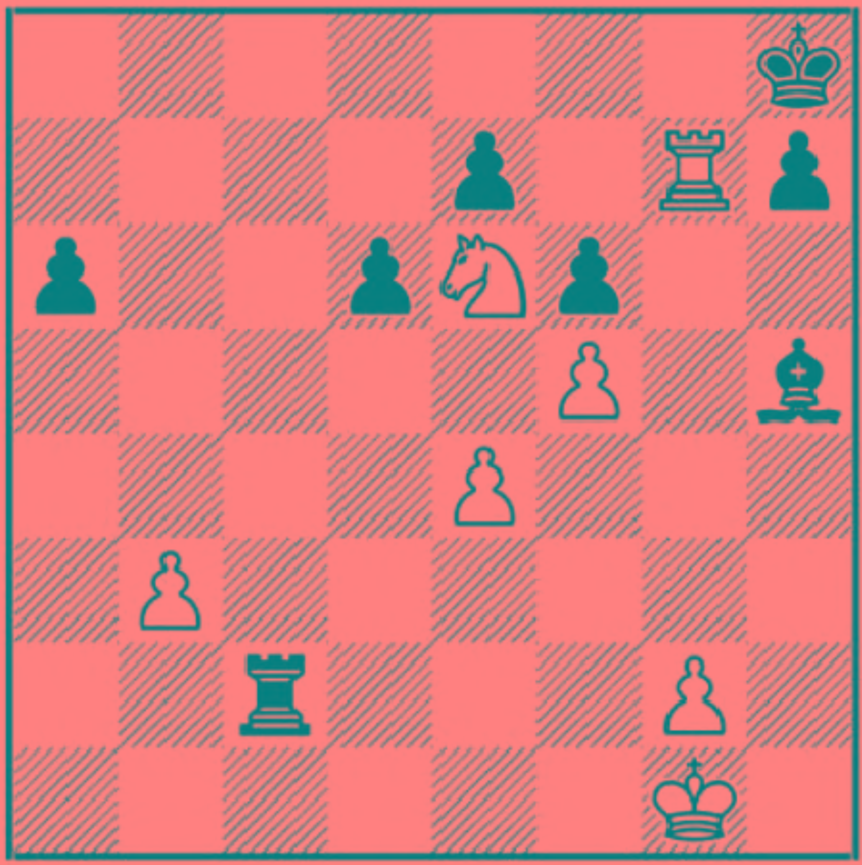
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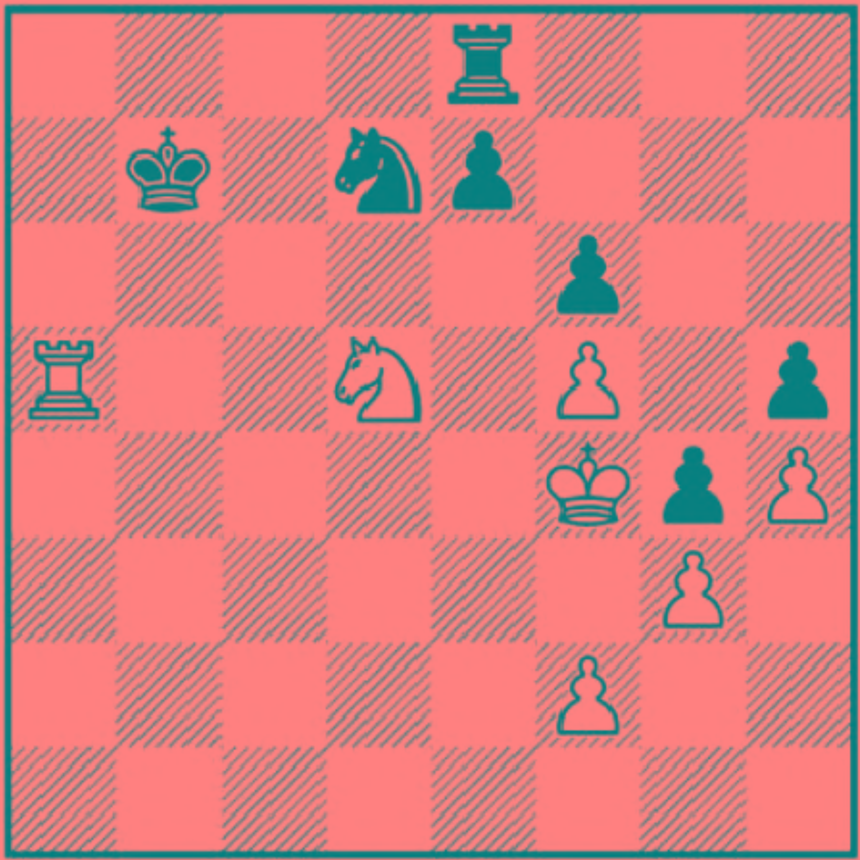
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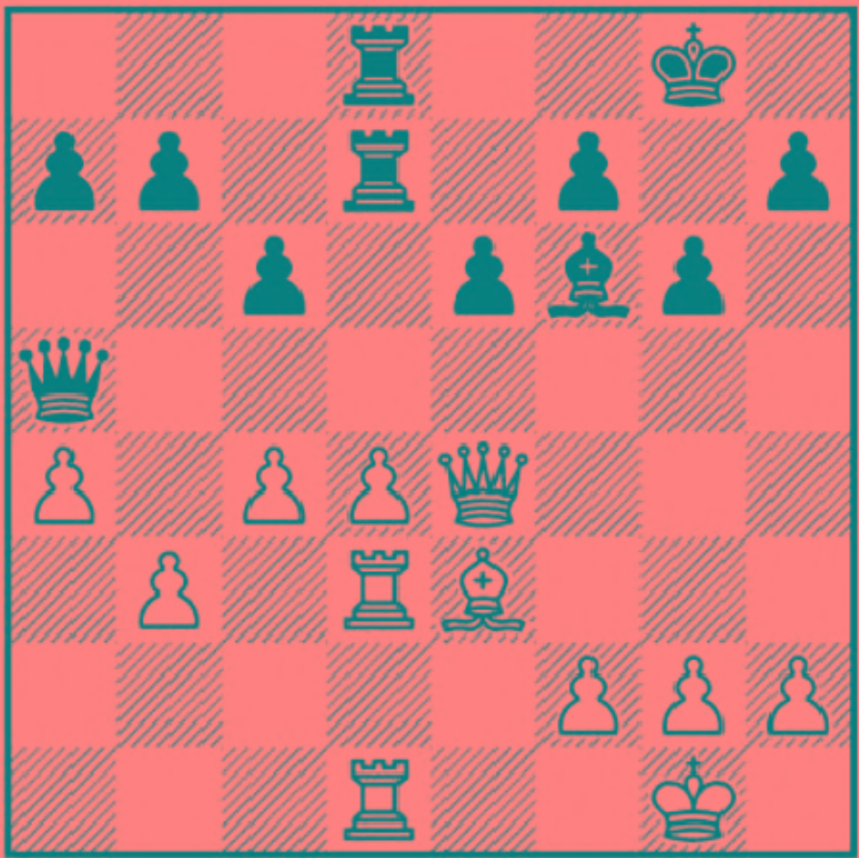


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Prophylactic Thinking #3

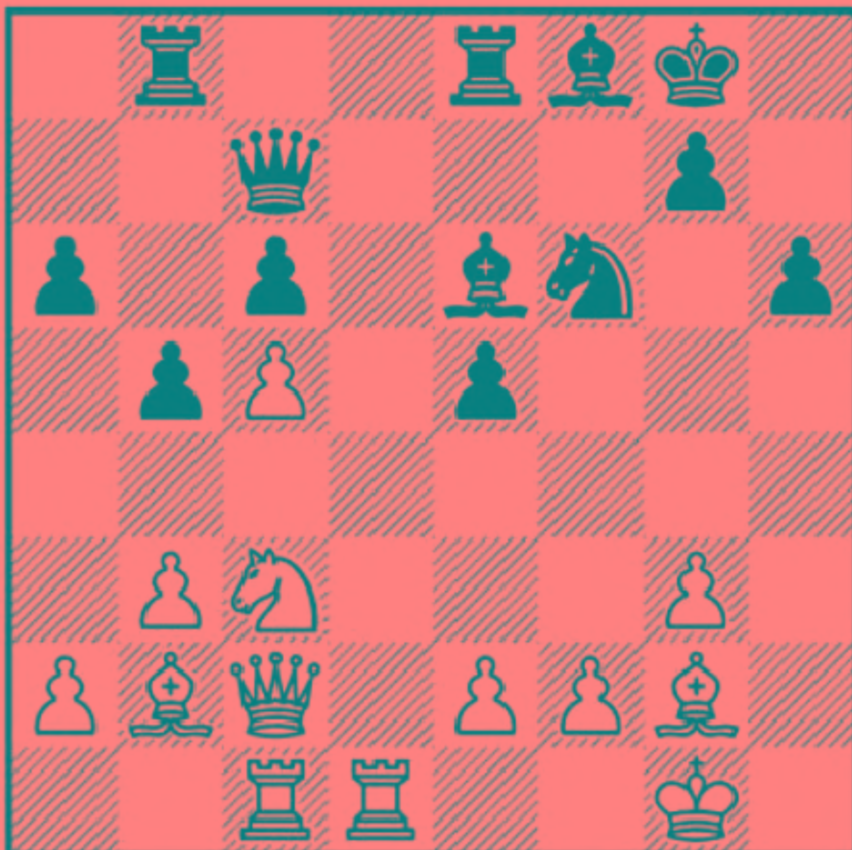
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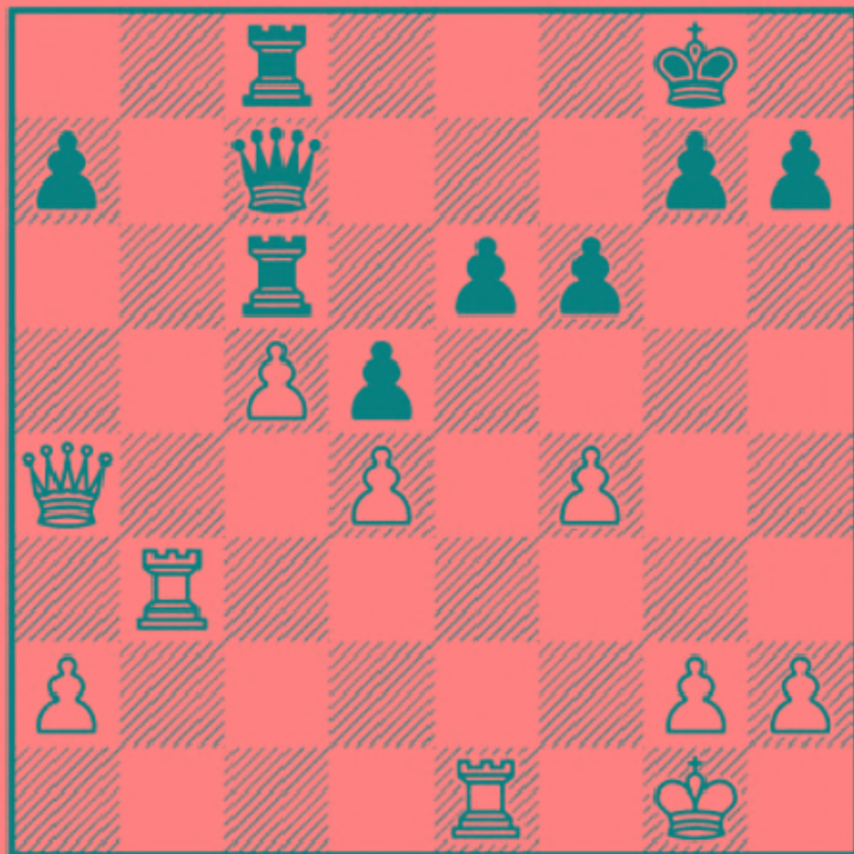
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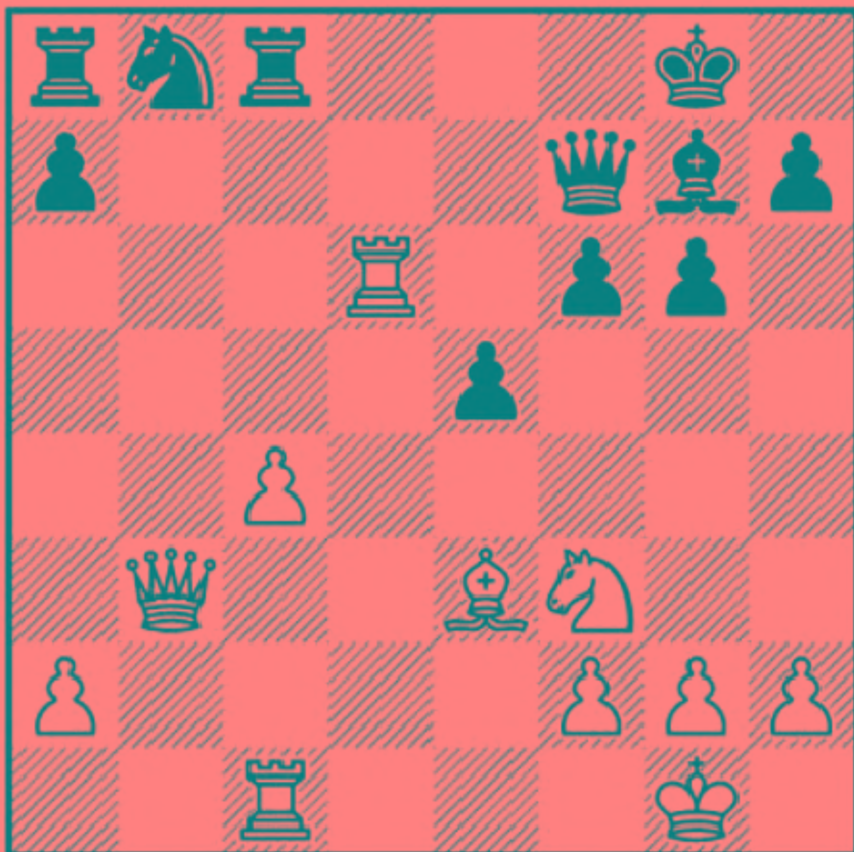
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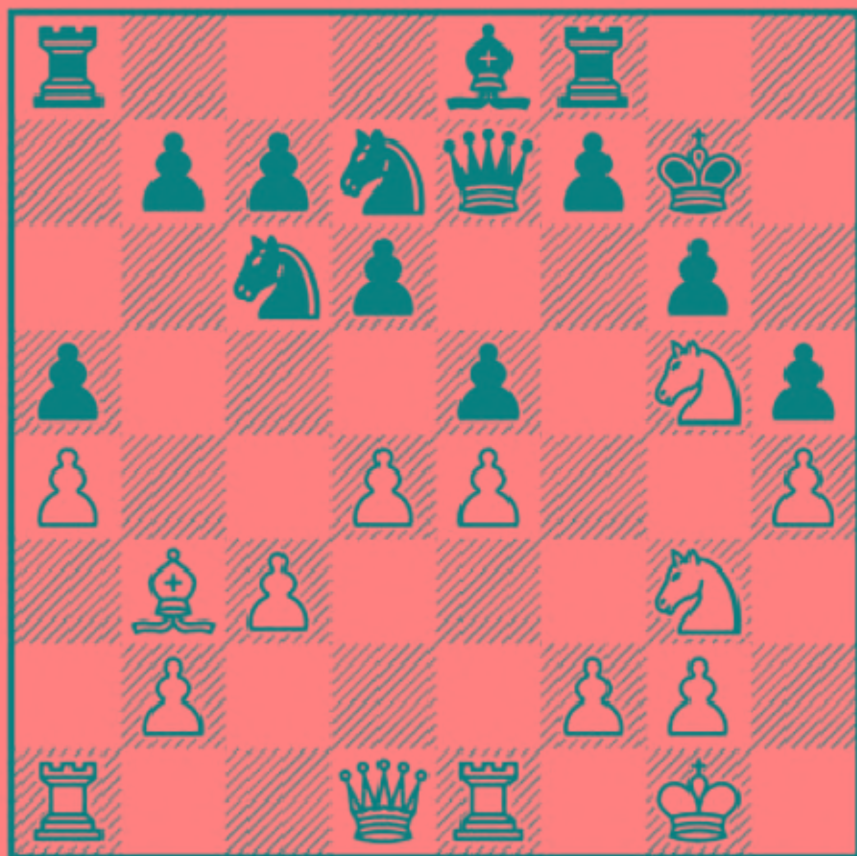


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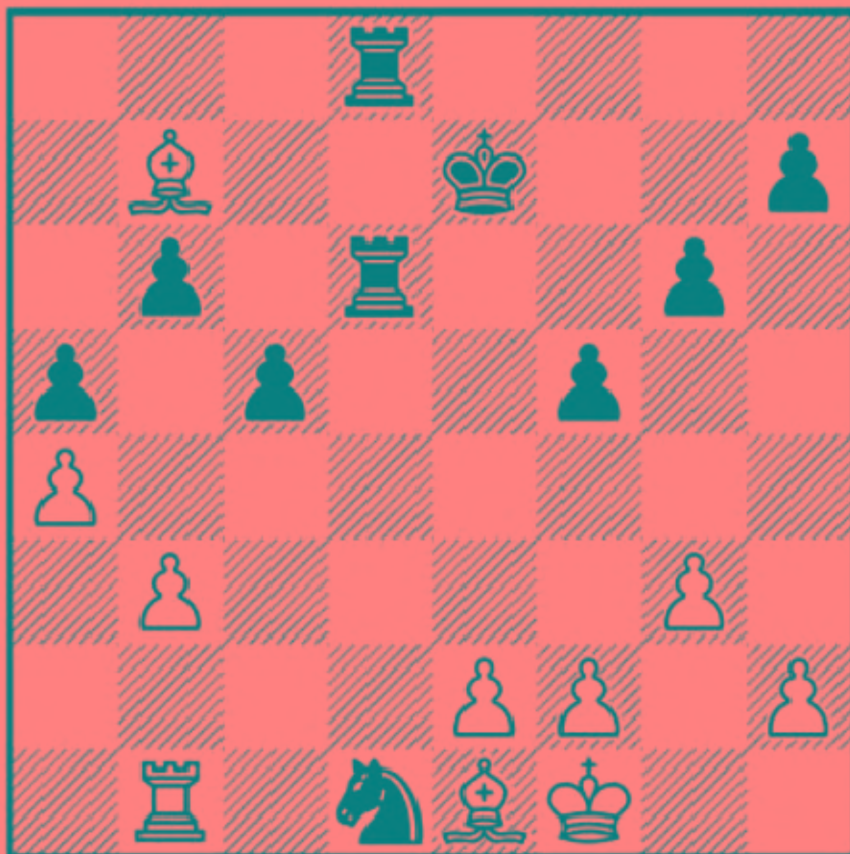


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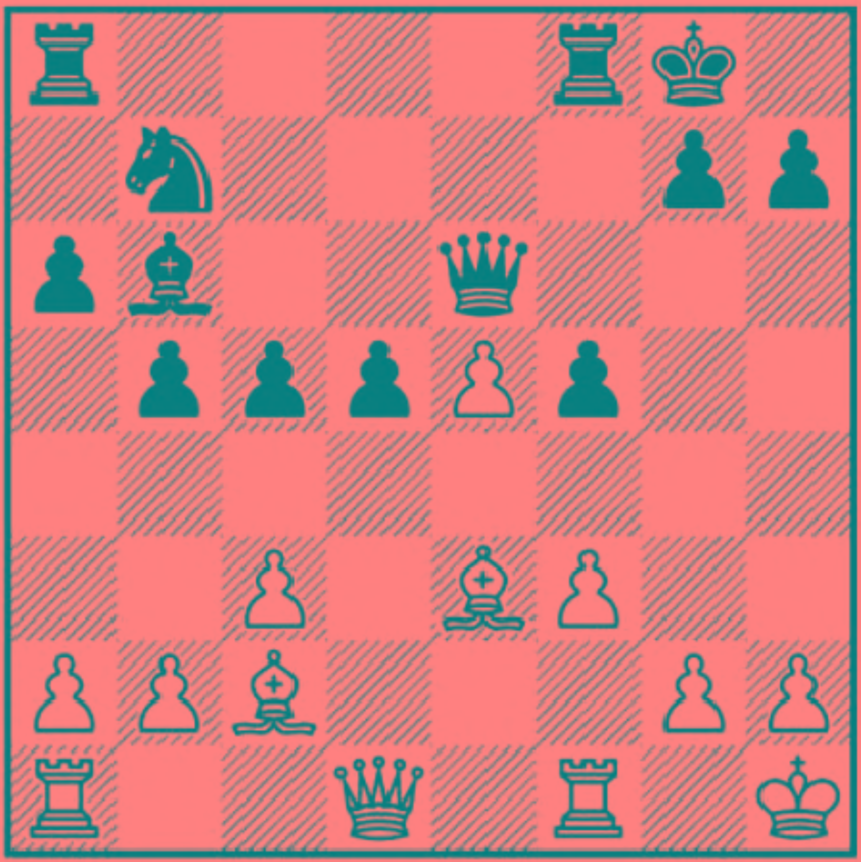
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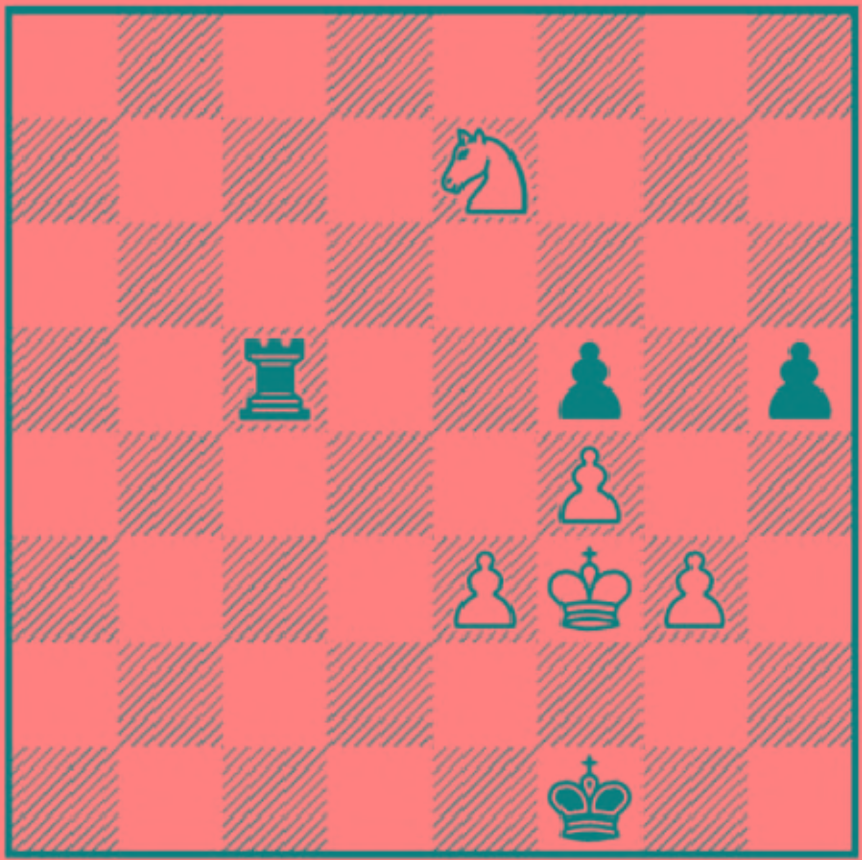
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W?



8

B?

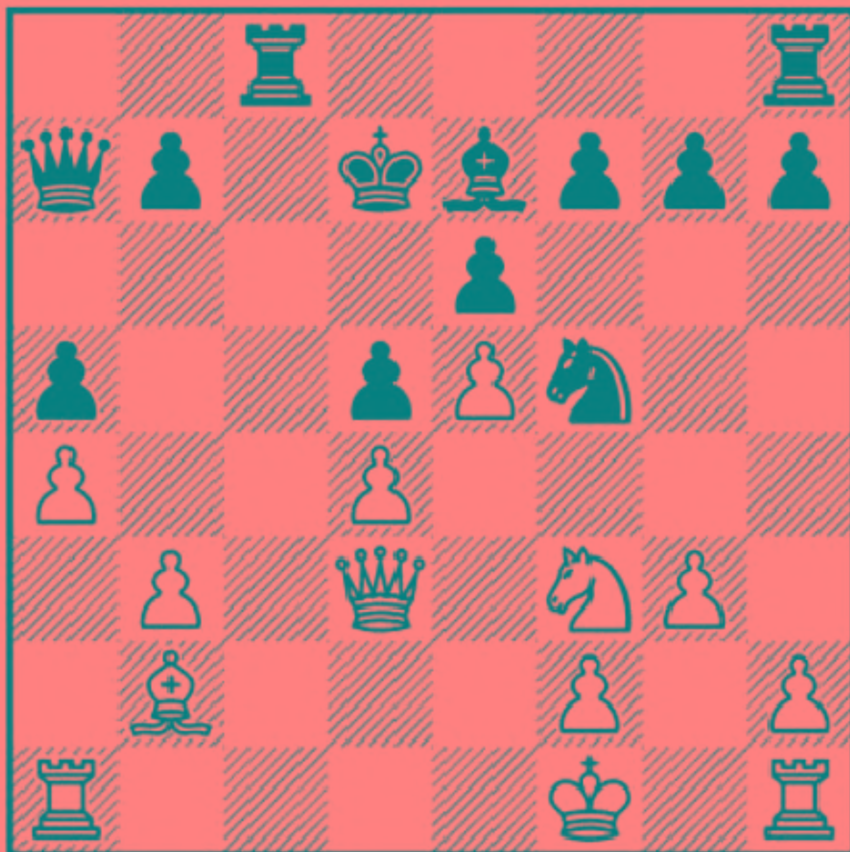


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Exchanging Queens #1

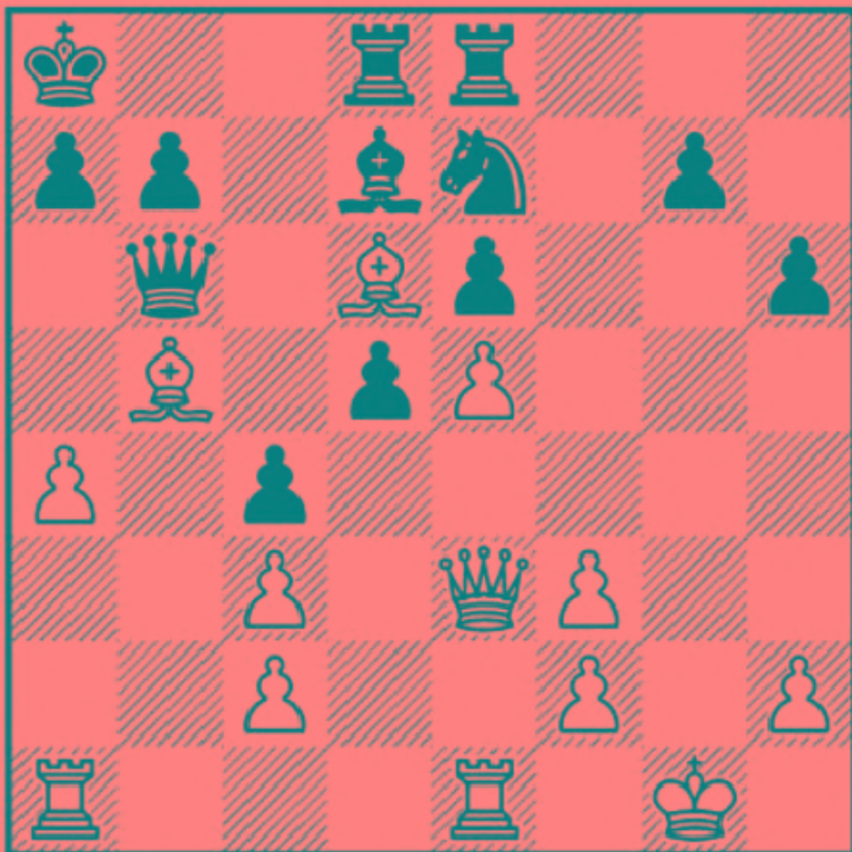
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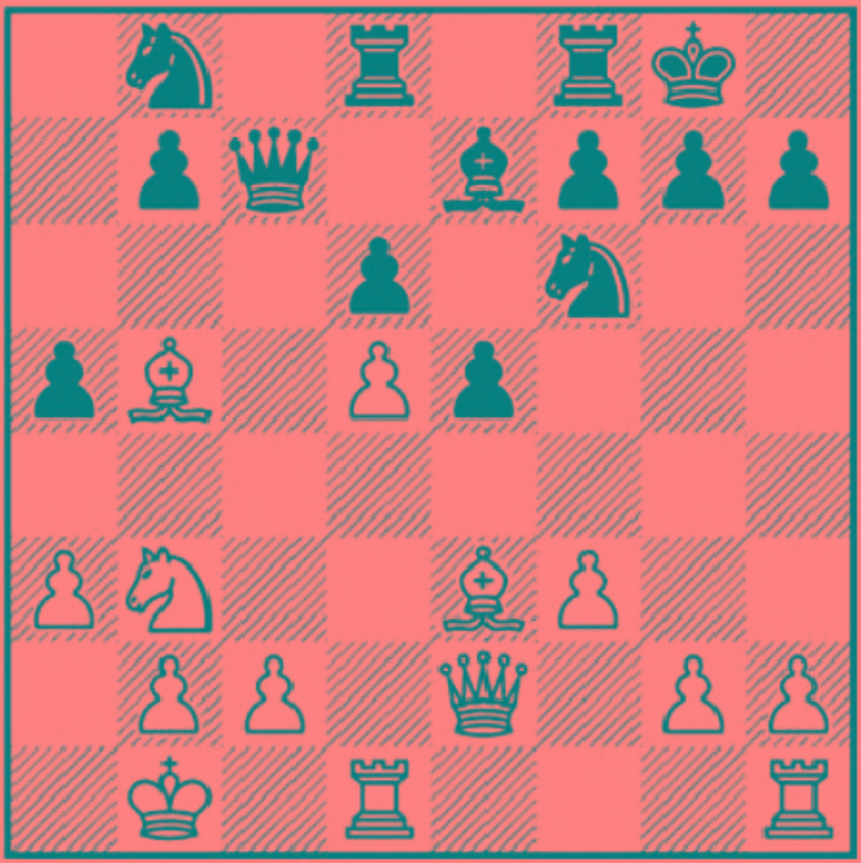
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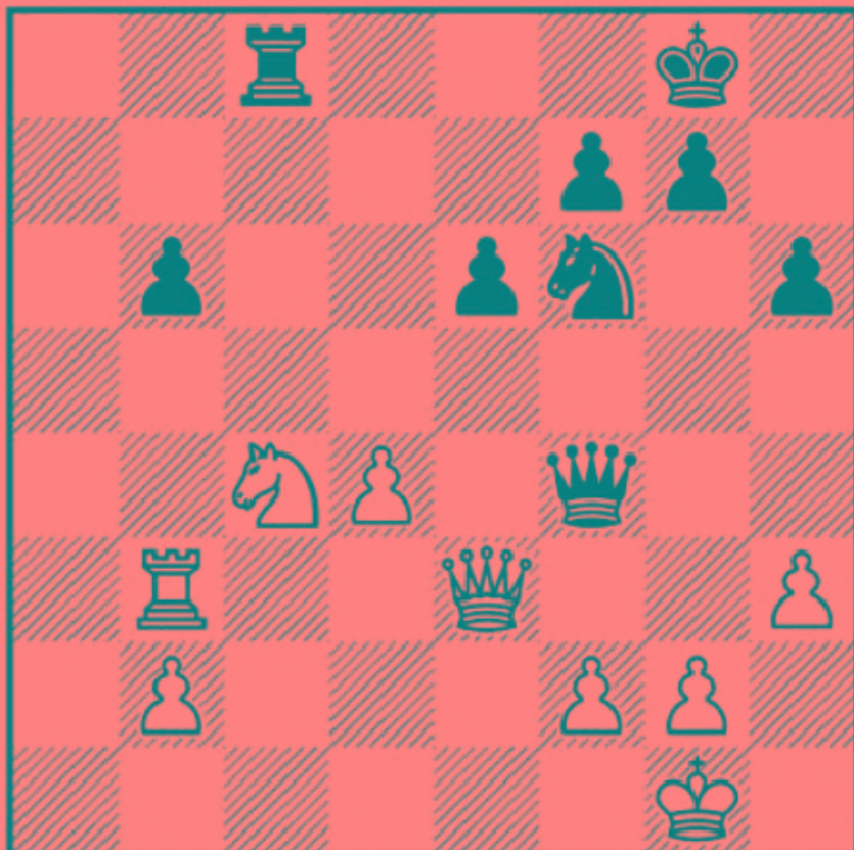
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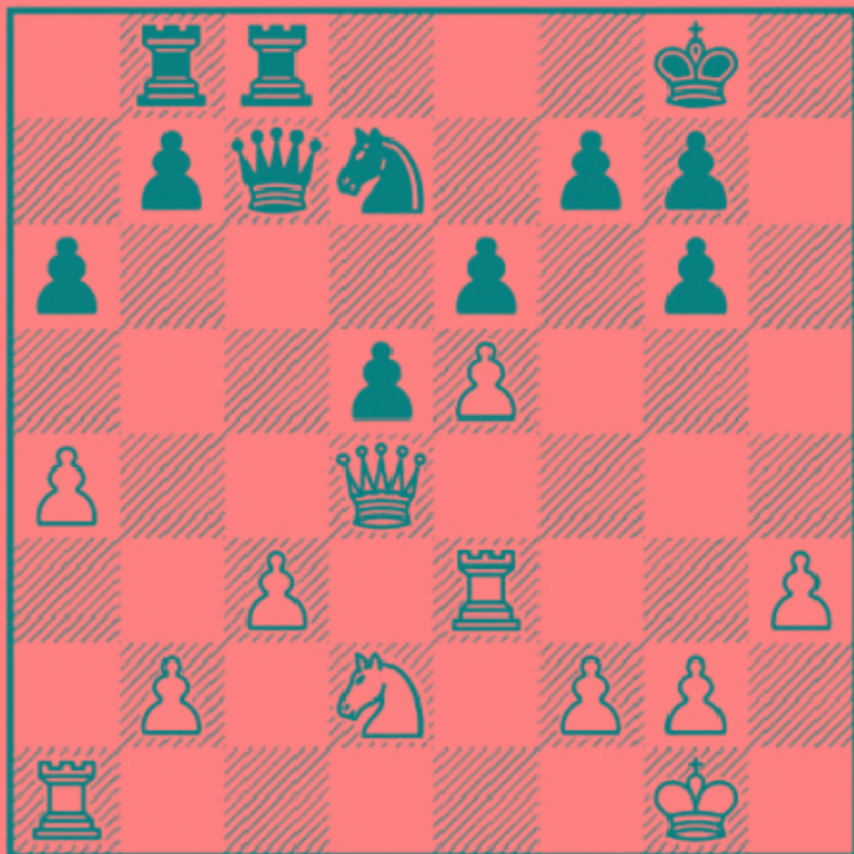
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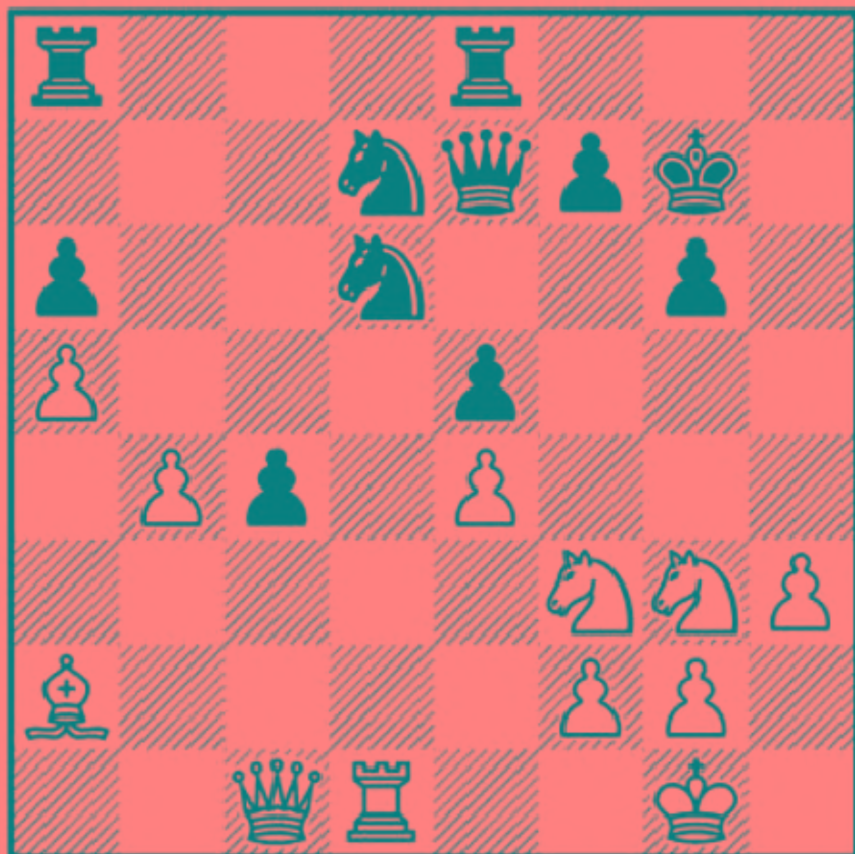
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W?

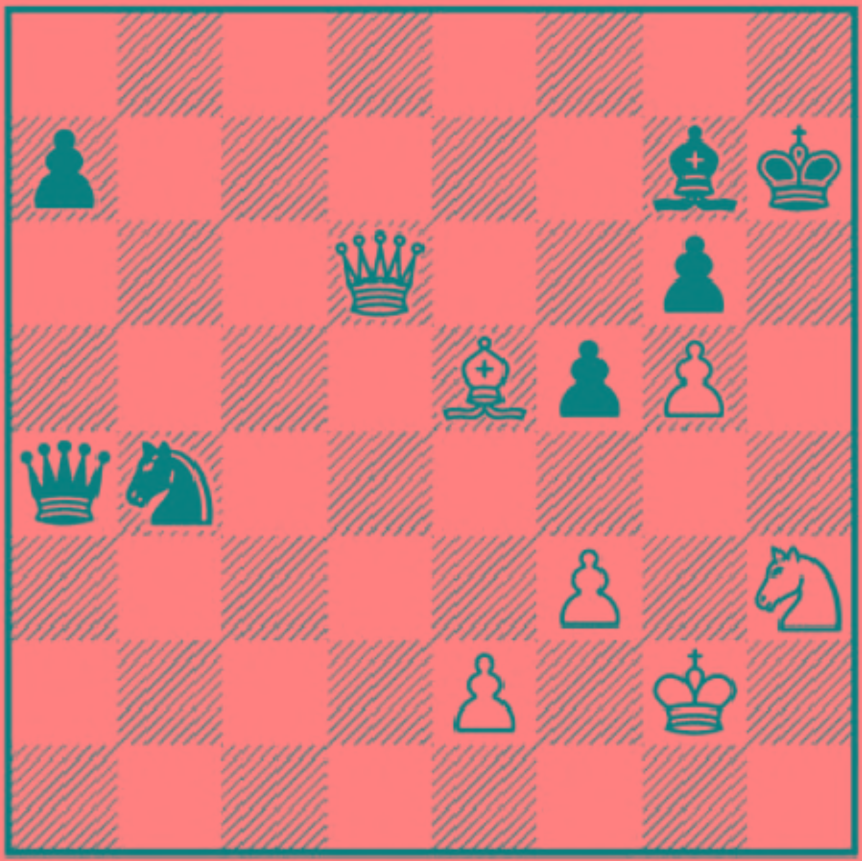


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Exchanging Queens #2

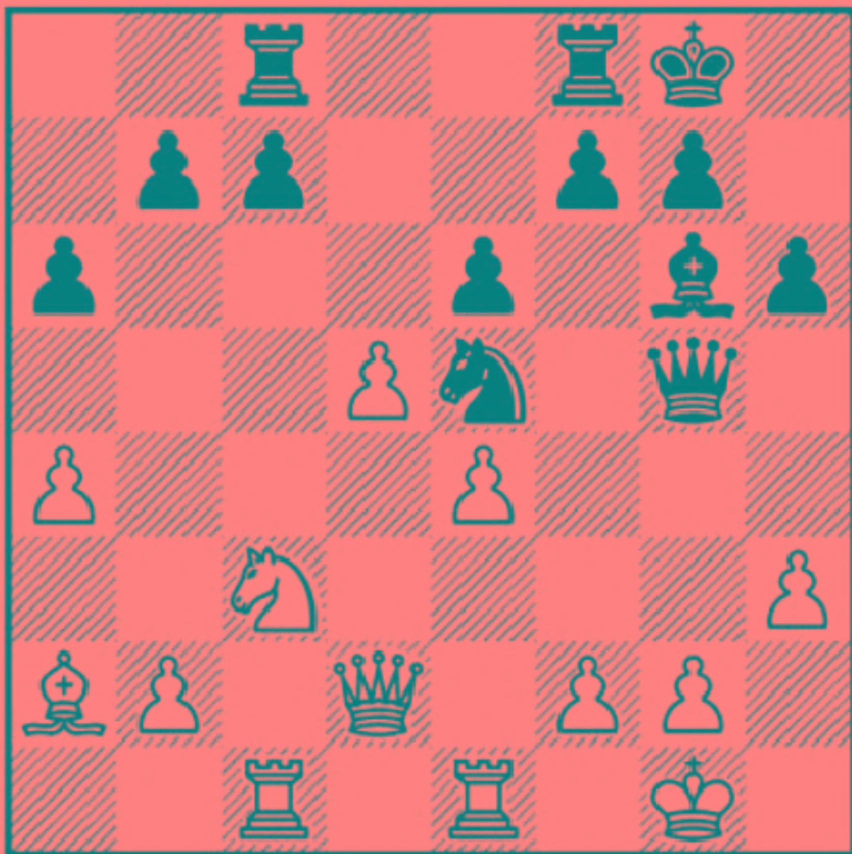
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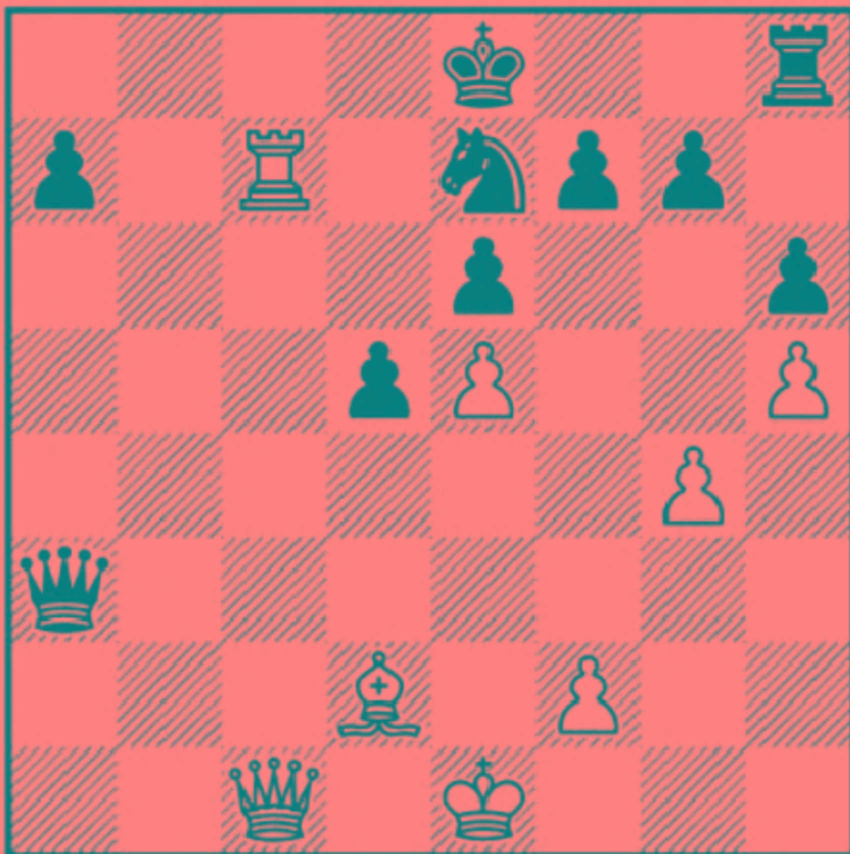
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W?



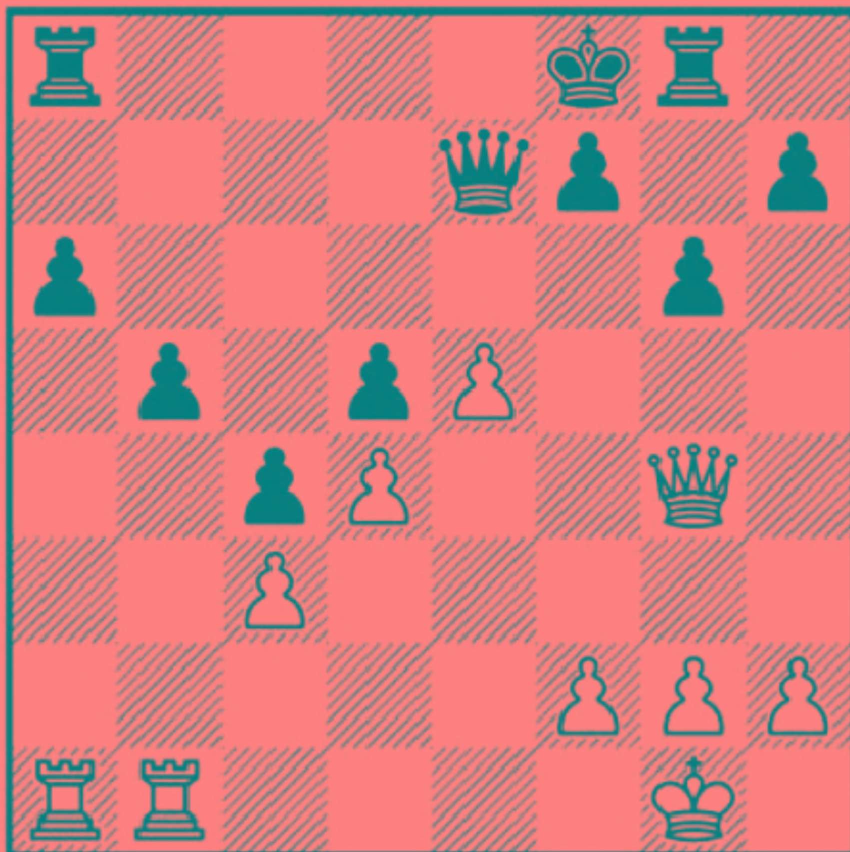
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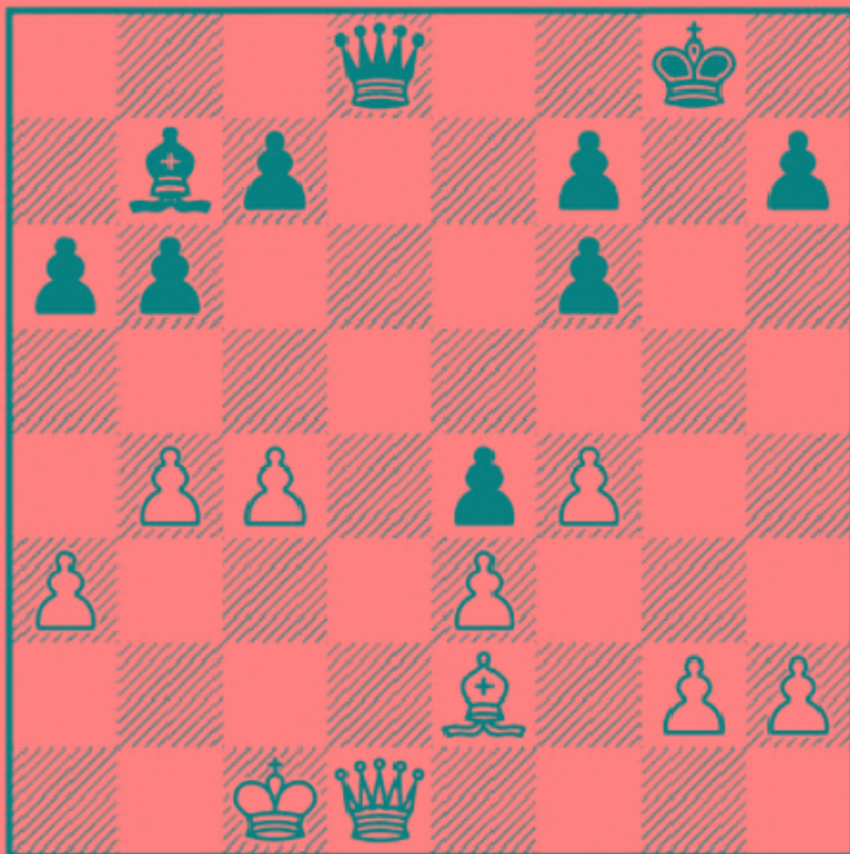
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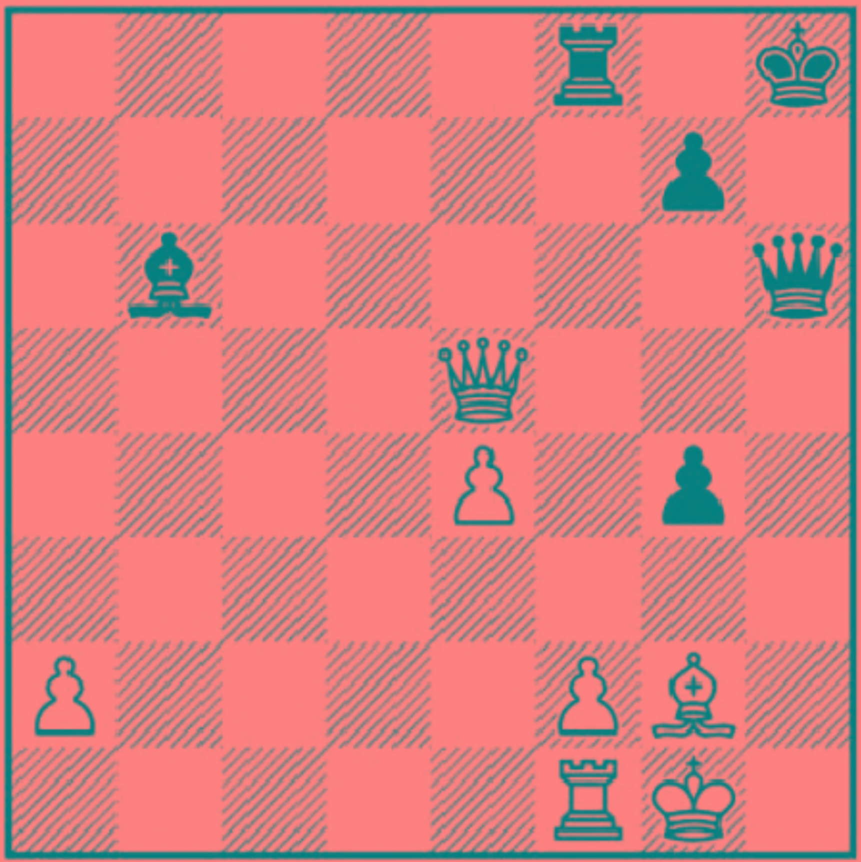
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B?



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B?

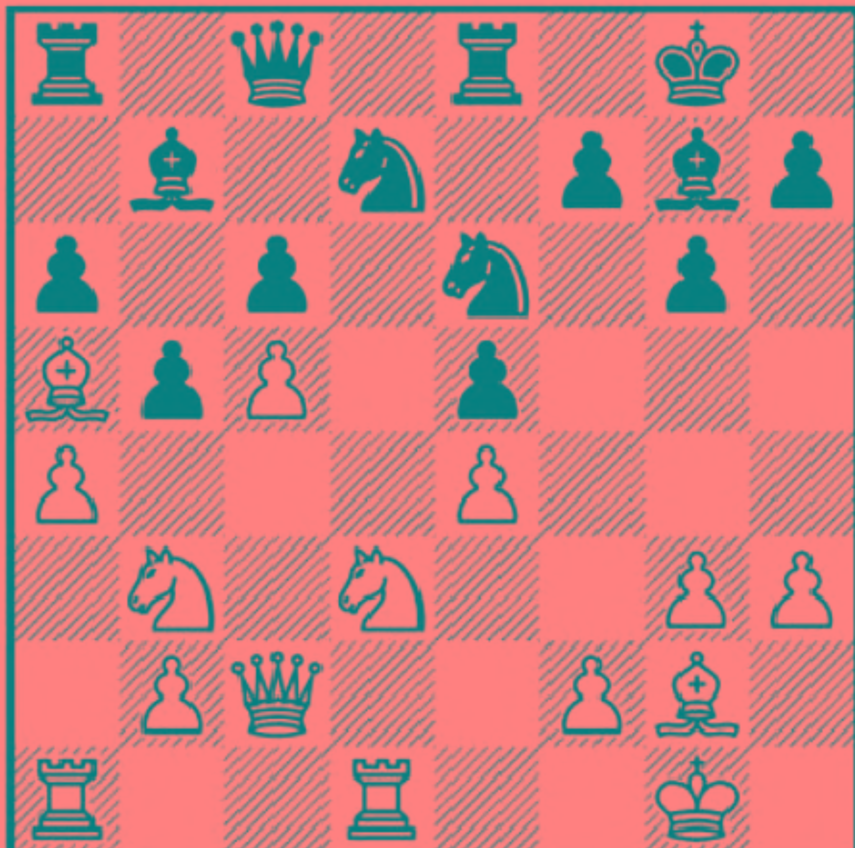


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The Principle of the Worst Piece

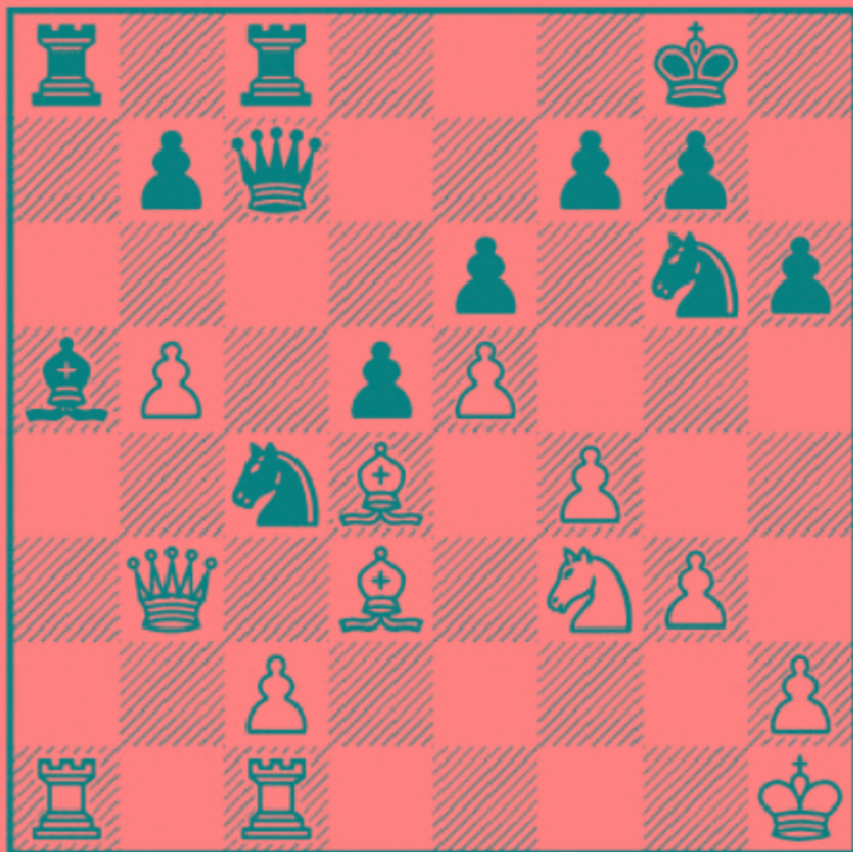
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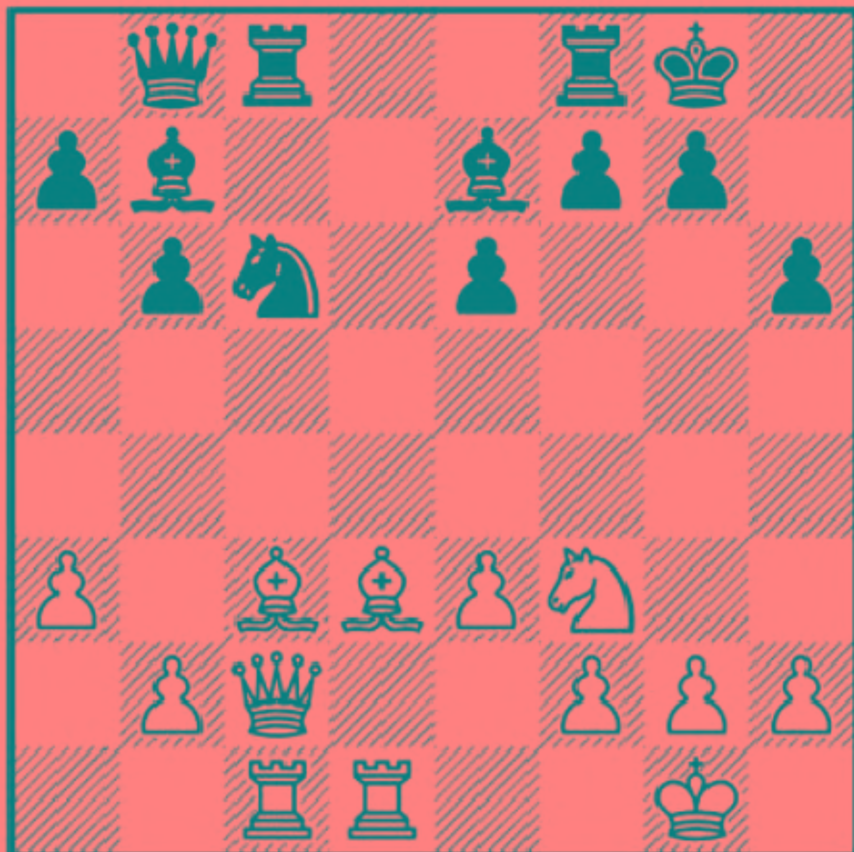
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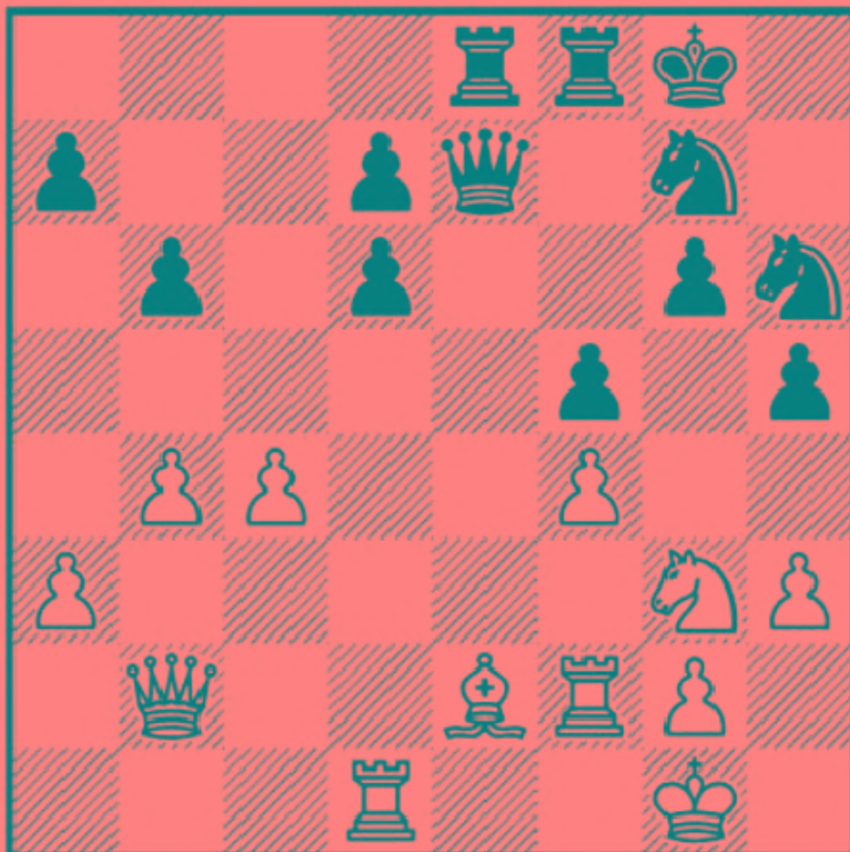
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W?



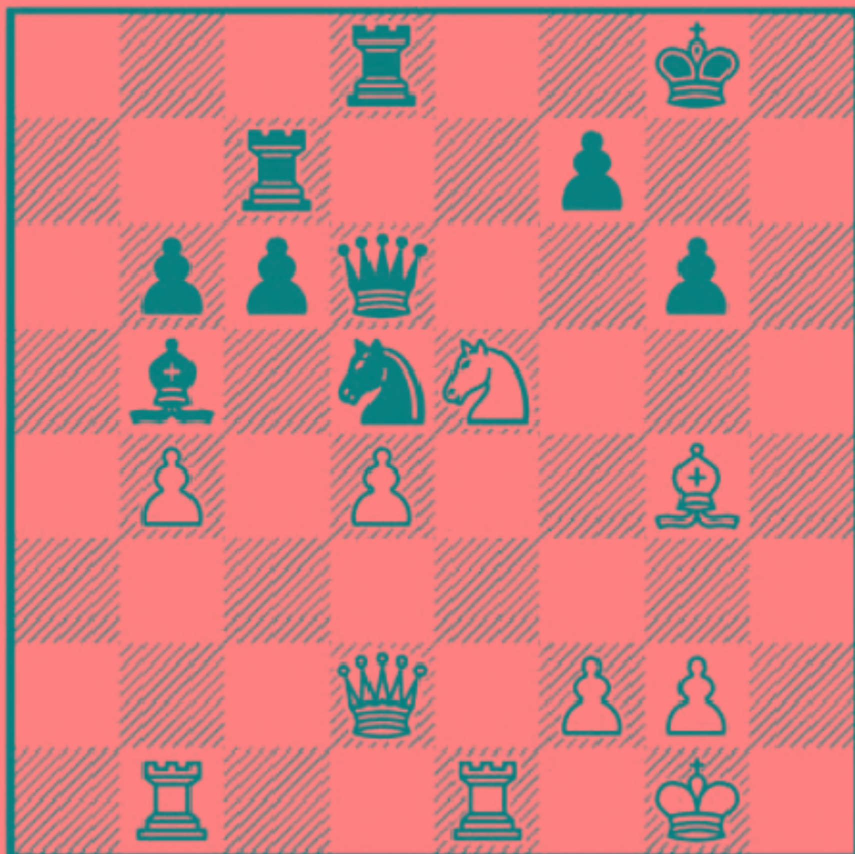
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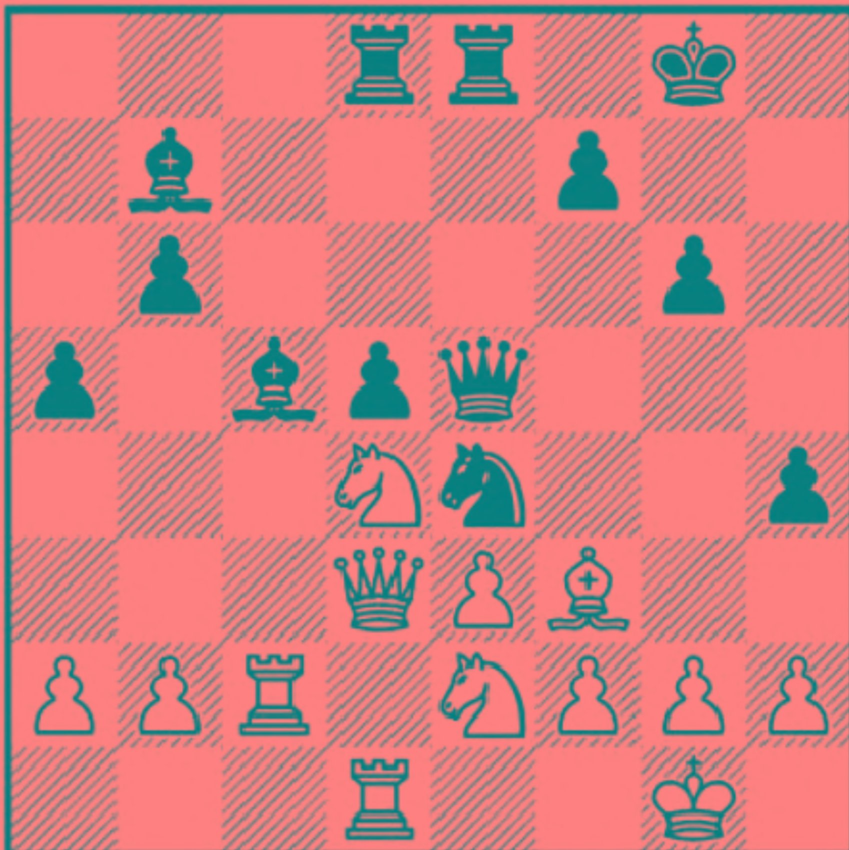
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6

B?

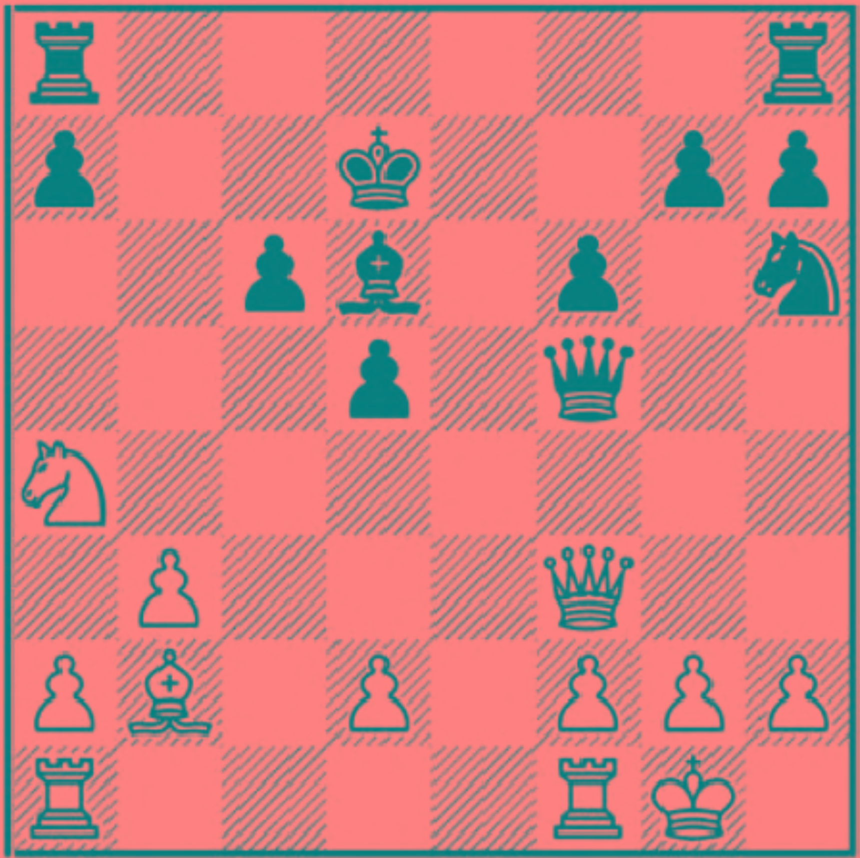


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Miscellanea

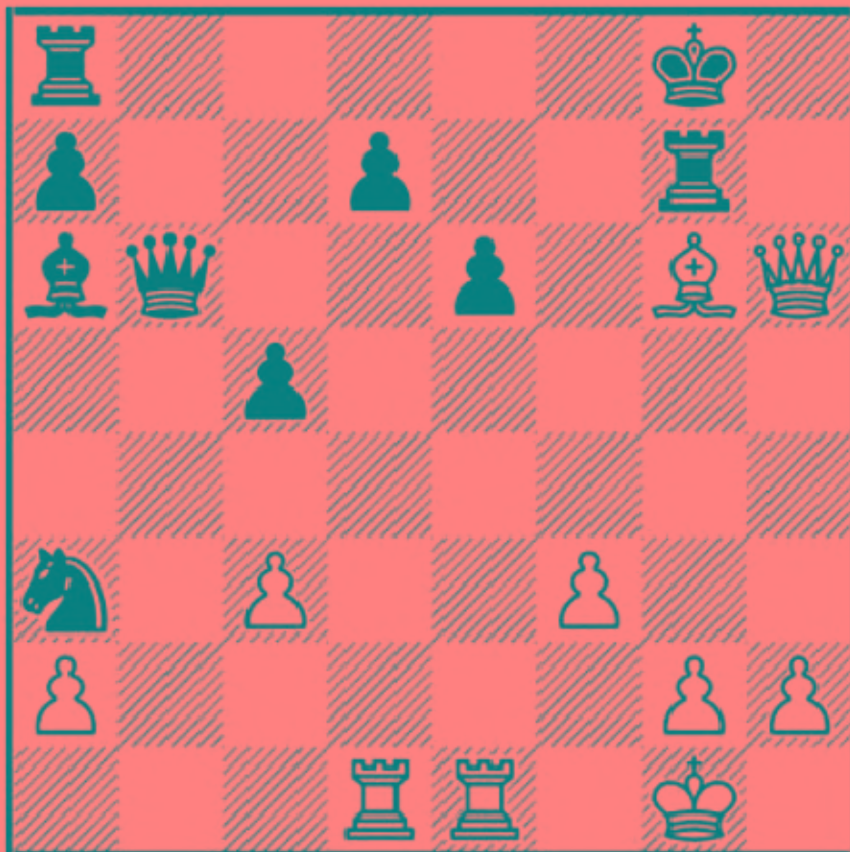
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W?



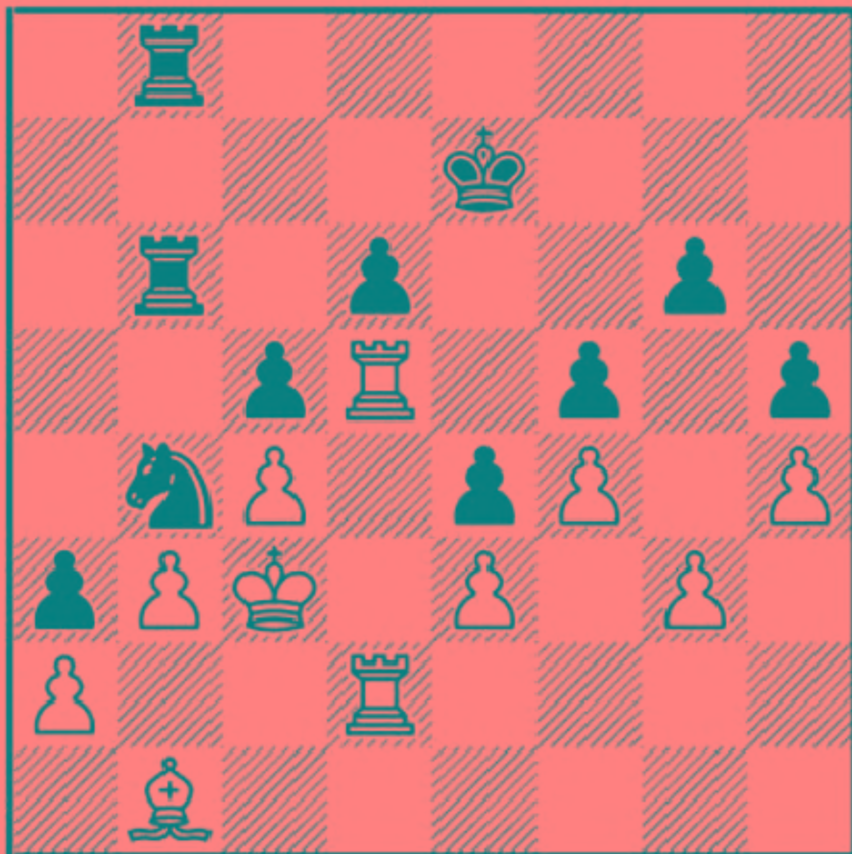
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B?



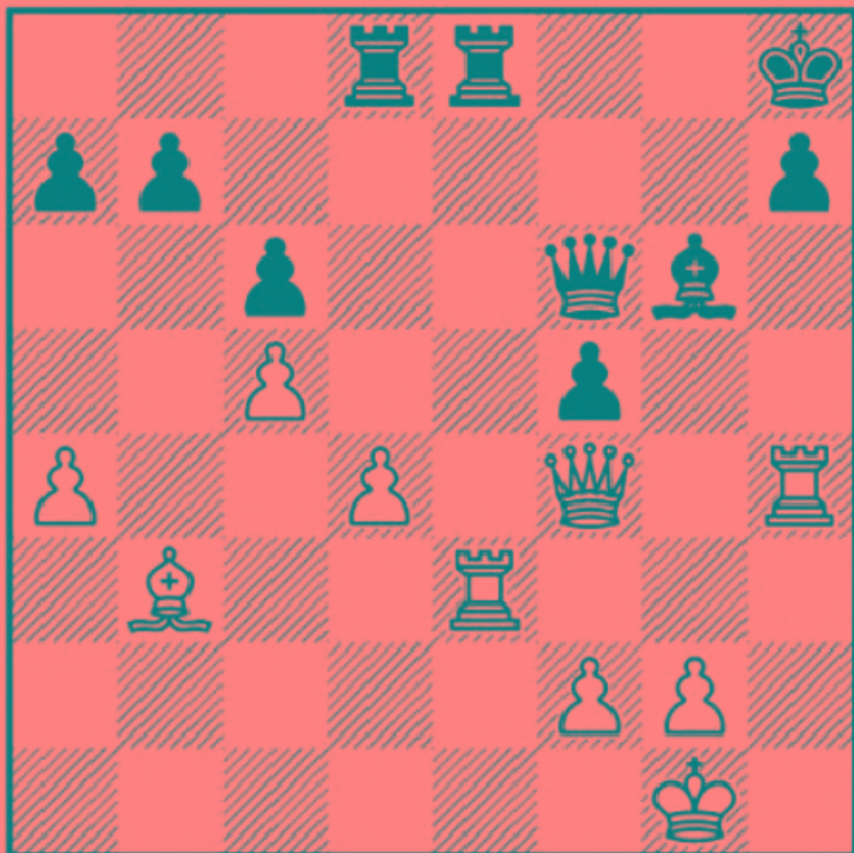
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B?



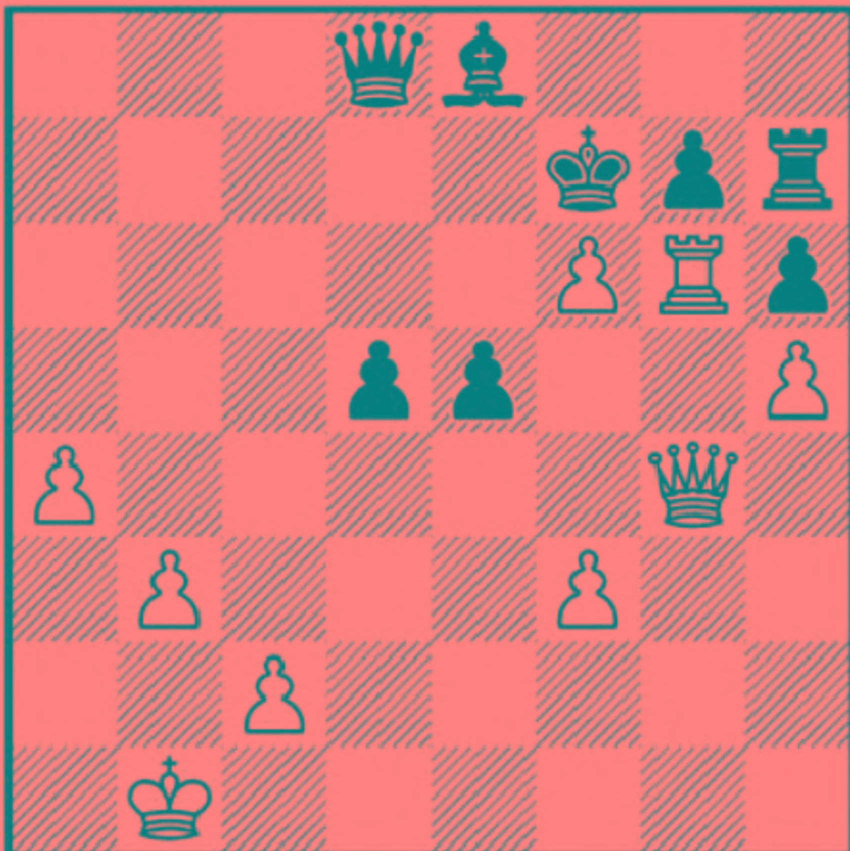
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W?



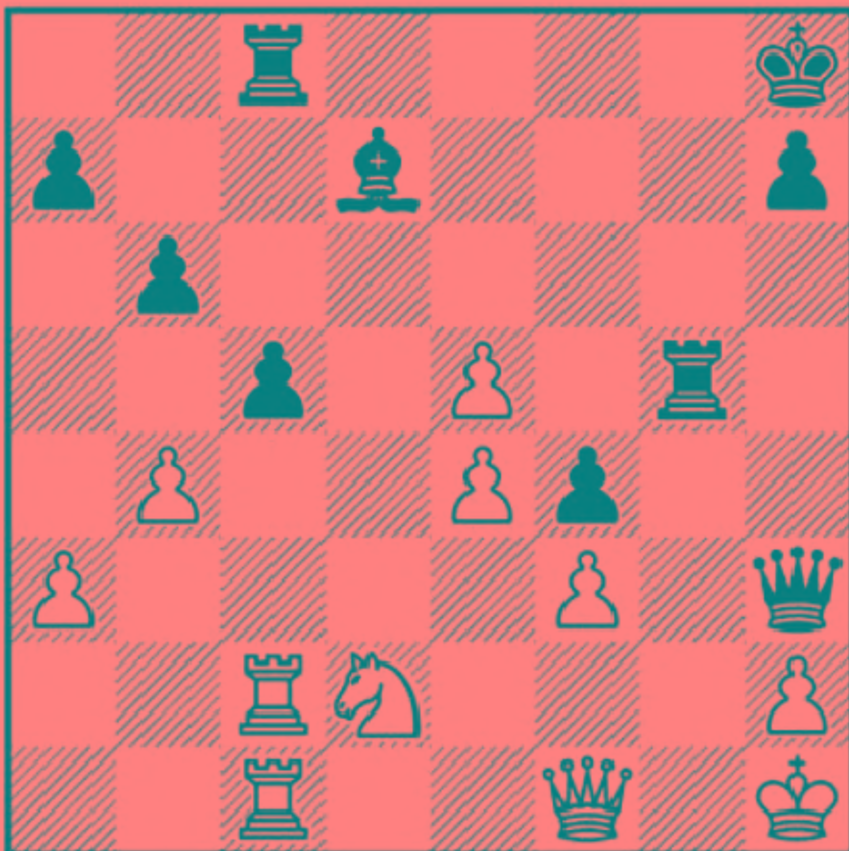
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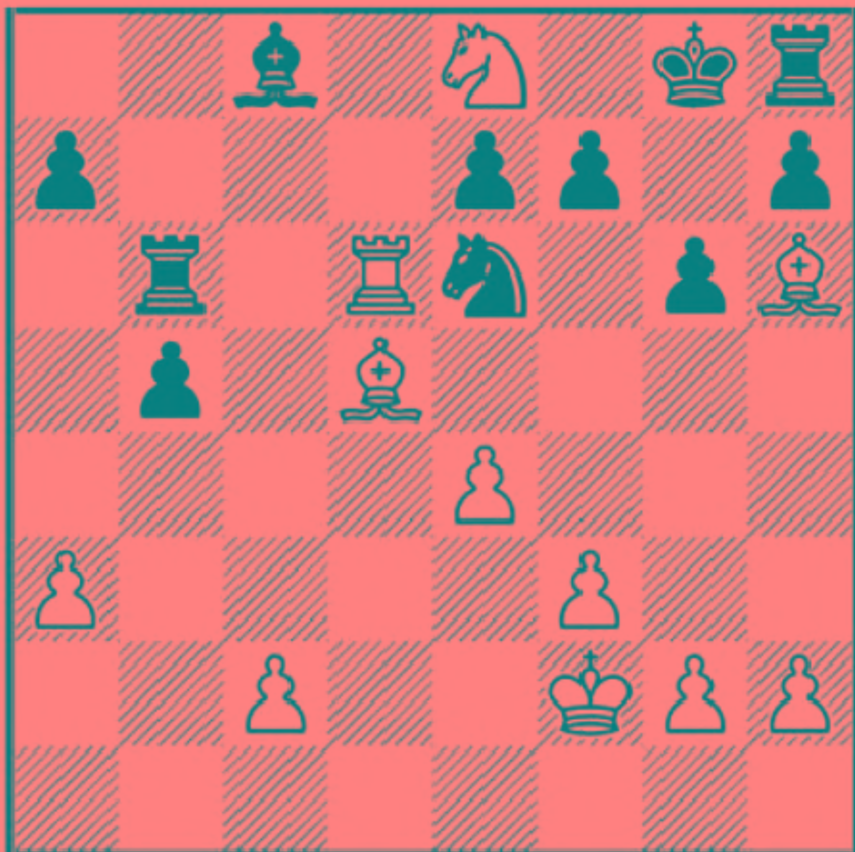
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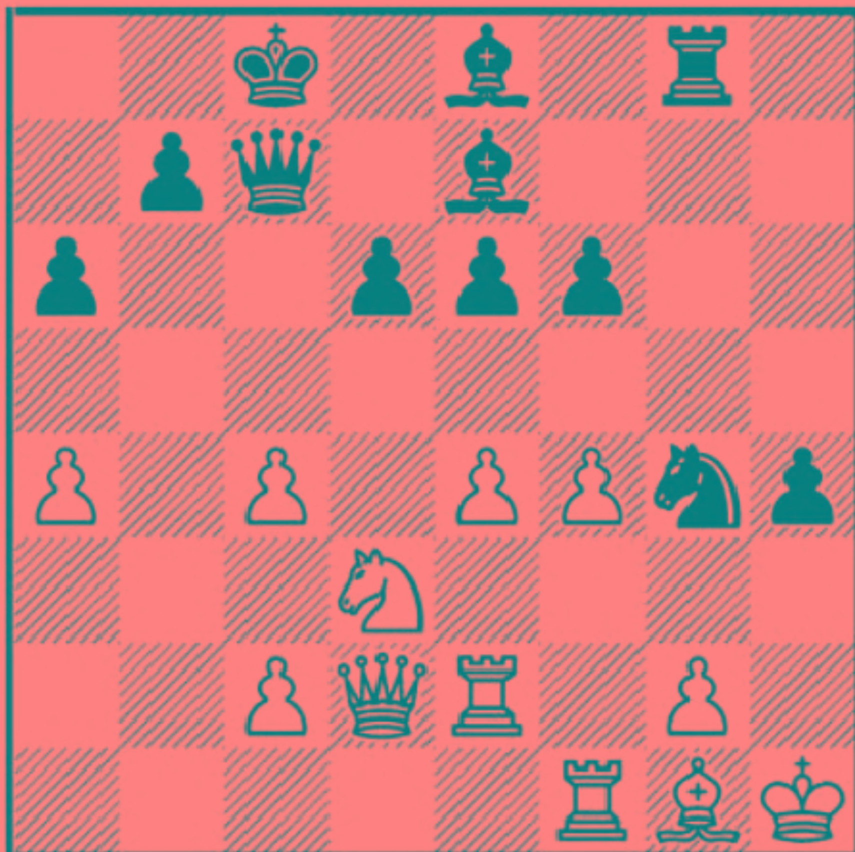
7

W?



8

B?



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Chapter 6

Realizing an Advantage

All the tests in this part are called **"Technique"** and contain exercises that are not really difficult. The title is probably not very accurate: the concepts of "technique" and of "realization of advantages," though close enough in their meaning, are not identical. Each one is broader than the other in its own way.

There are lots of technical devices that are applicable in the rather narrow classes of endgame positions with certain balances of material and its configurations. It is reasonable to learn such devices while examining specific sections of endgame theory, so those are not included into this particular selection – unlike more general ones, such as, for example, activating your king in the ending, creating a passed pawn, exchanging pieces, etc.

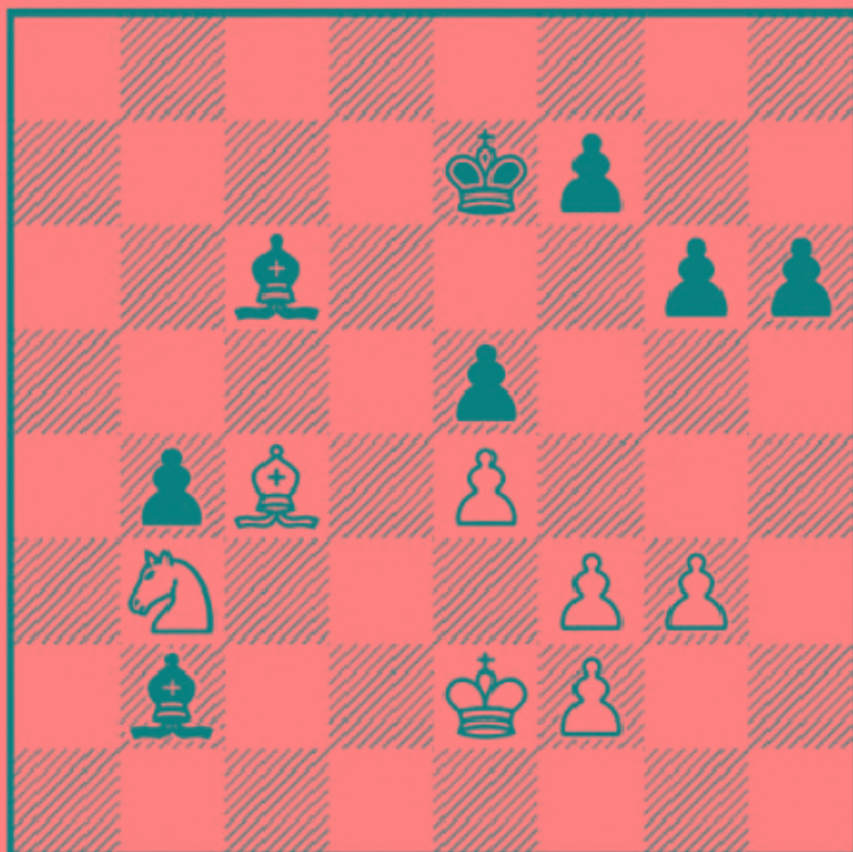
However, much greater attention is given here to examples which reflect psychological principles of realization of advantages, and certain approaches during the search for correct decisions. The most important principle is "limiting your opponent's opportunities," i.e., the prevention of not only counterplay, but even attempts to improve his position, which is possible, of course, only on the basis of constant use of "prophylactic thinking."

I would also like to mention such principles as "do not hurry!" and "the principle of two weaknesses." You can learn about the elements of those definitions from the chapter "Realizing an Advantage" in the book *Secrets of Endgame Technique*, the third one in the series *School of Future Champions* that I have written in collaboration with Artur Yusupov. In the same book, another most important facet of the process of realization of advantages is emphasized, one which is partly juxtaposed to what I have said above. At some moment, positional plusses that a stronger party has accumulated allow him to win the game by force or, at least, to increase his advantage considerably. If he misses such a moment, then, though the advantage remains, its realization becomes longer and much more difficult, if at all possible. Many exercises in the tests deal exactly with your finding a specific way to the objective. In each case, you will have to choose for yourself whether you are going to improve your position, or prevent your opponent's counterplay, or, on the other hand, force matters.

Technique #1

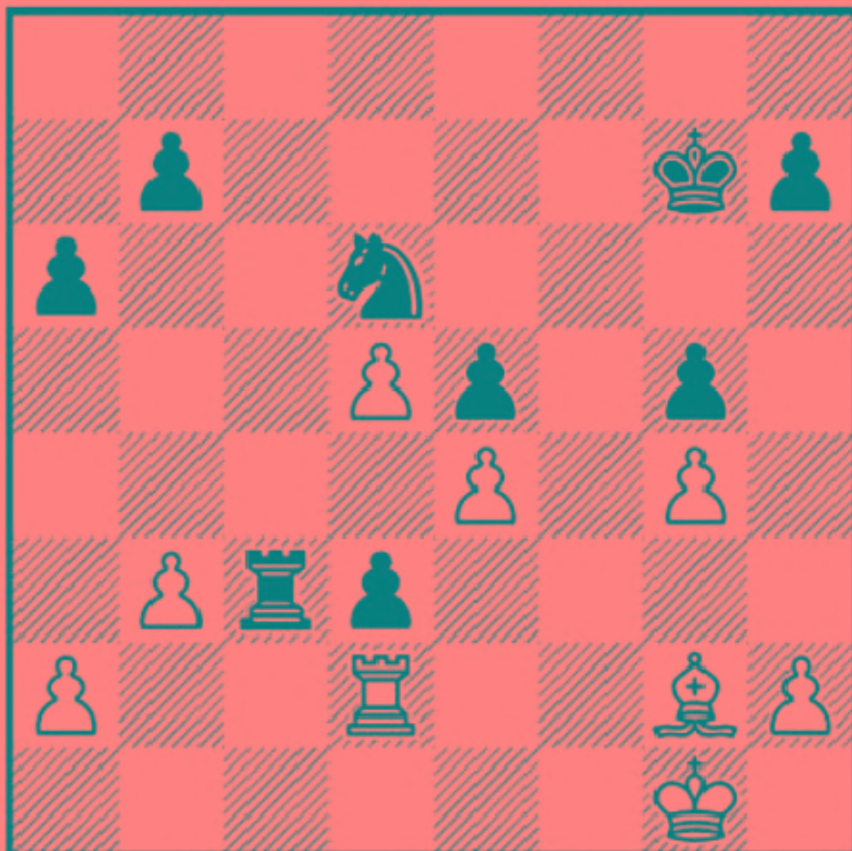
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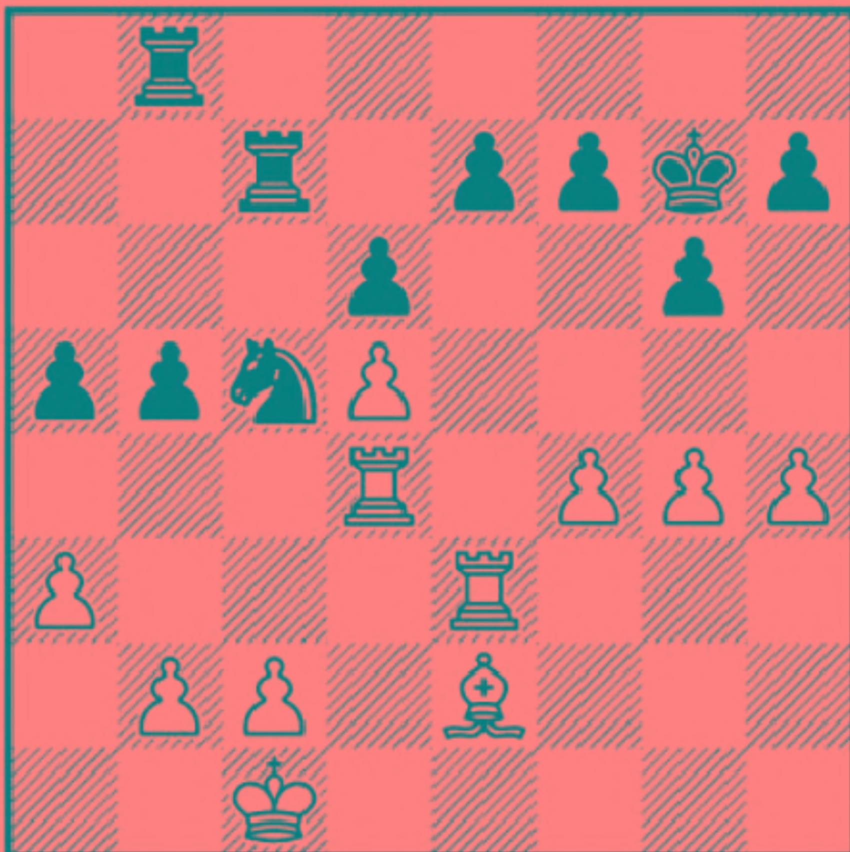
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B?



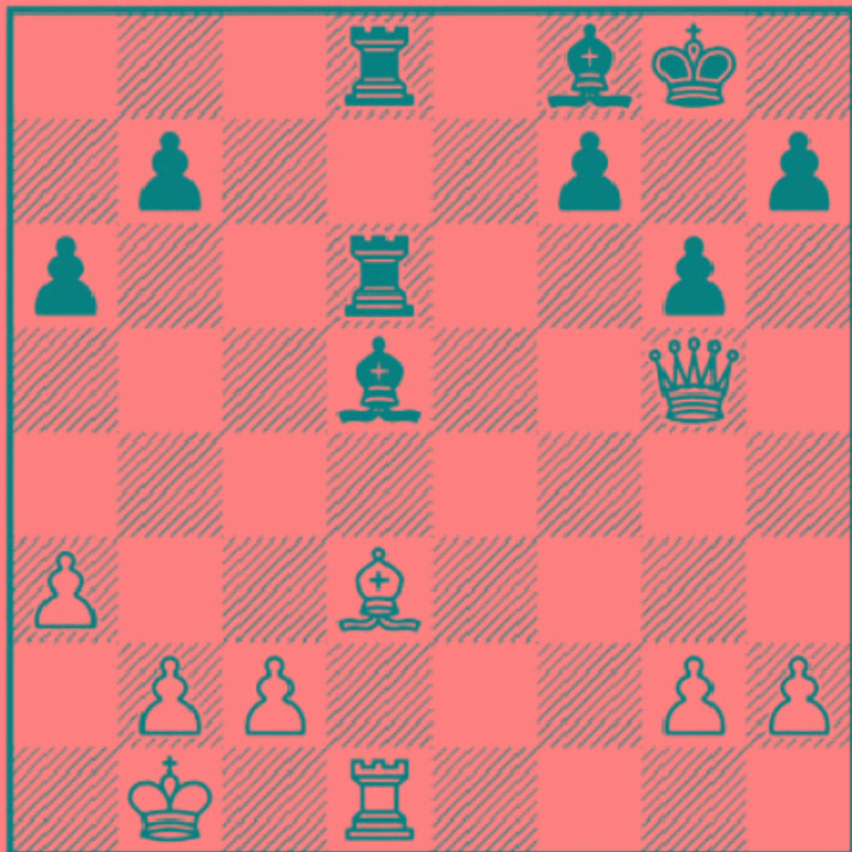
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W?



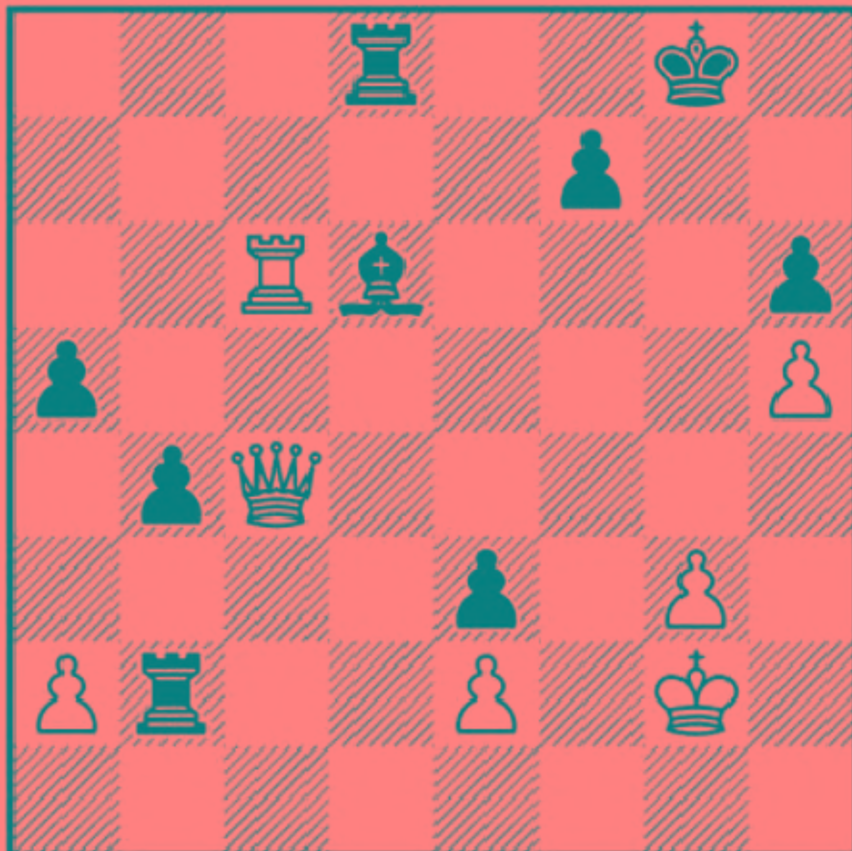
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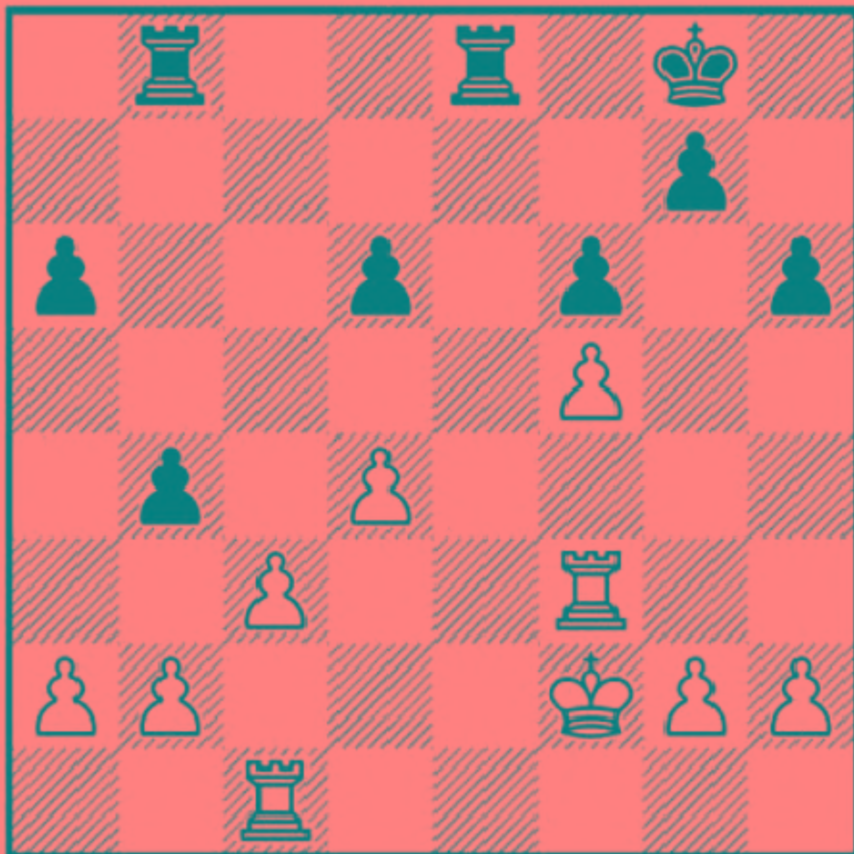
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W?



6

W?

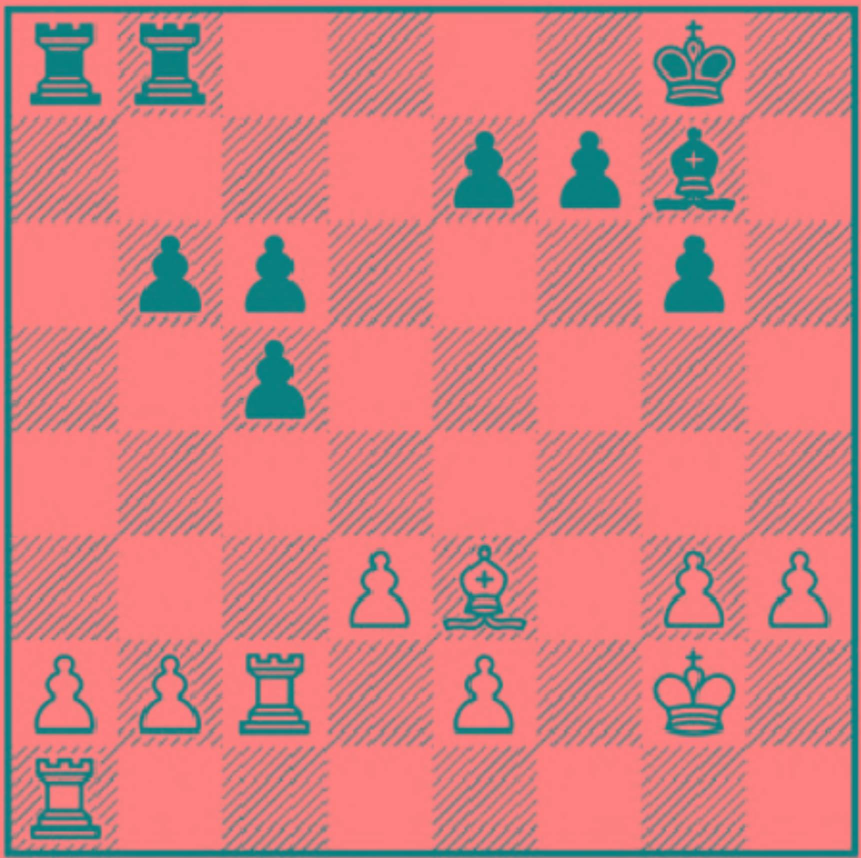


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Technique #2

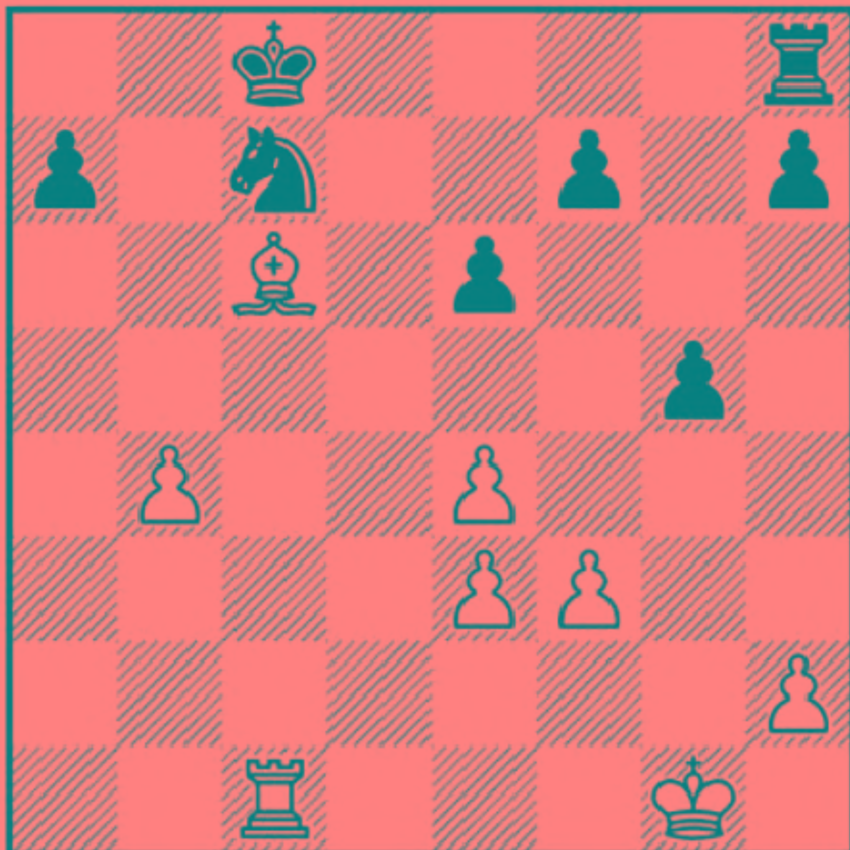
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B?



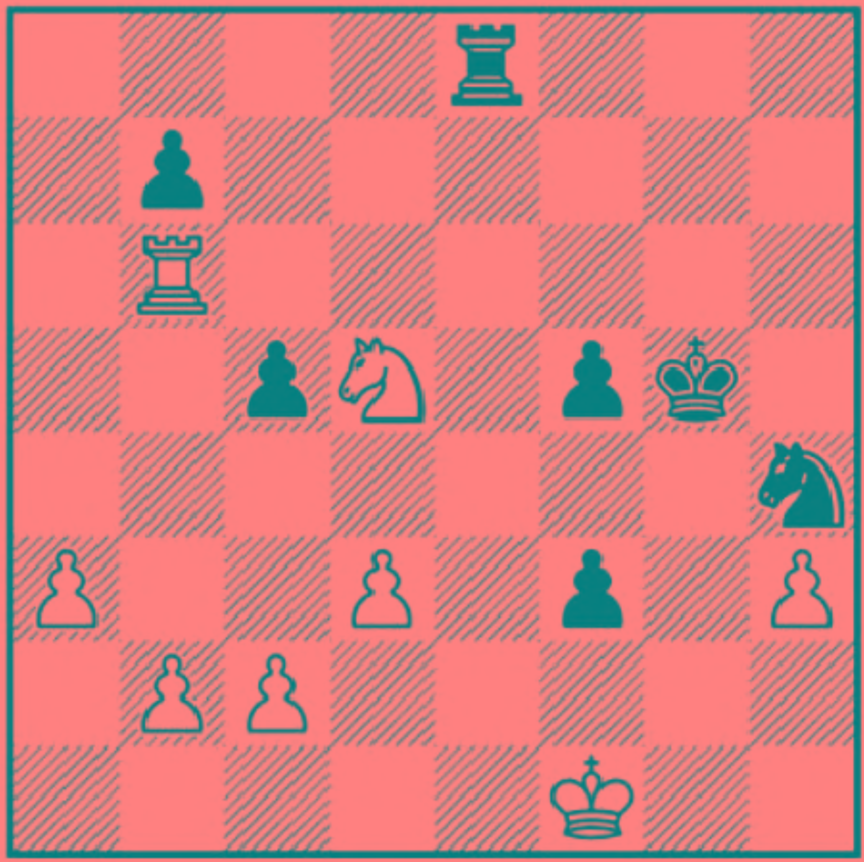
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W?



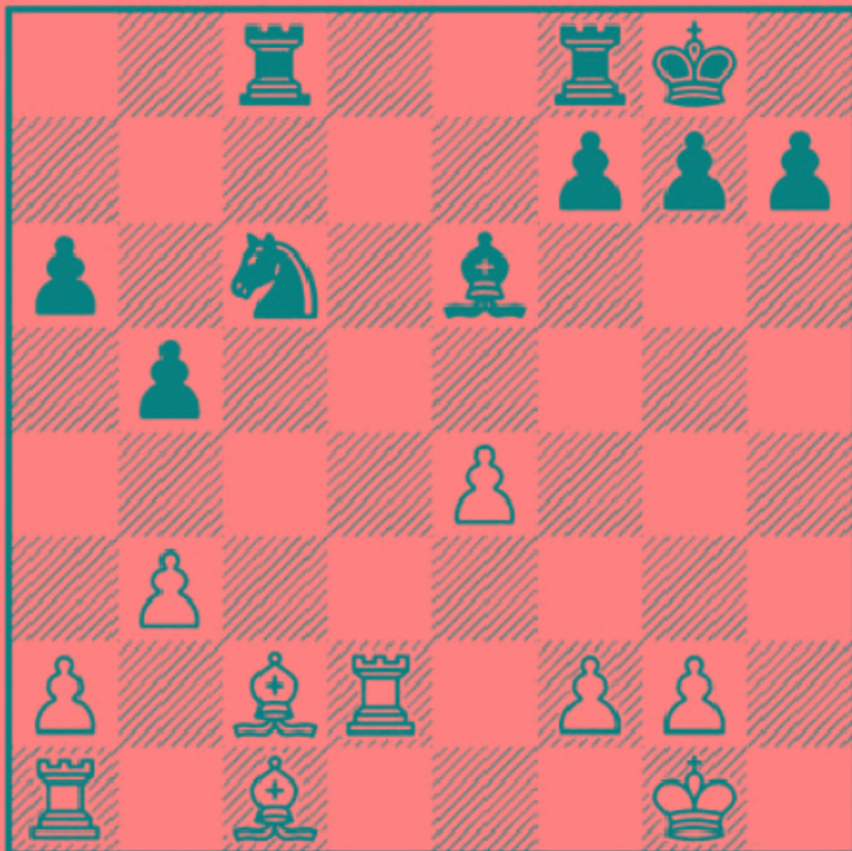
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W?



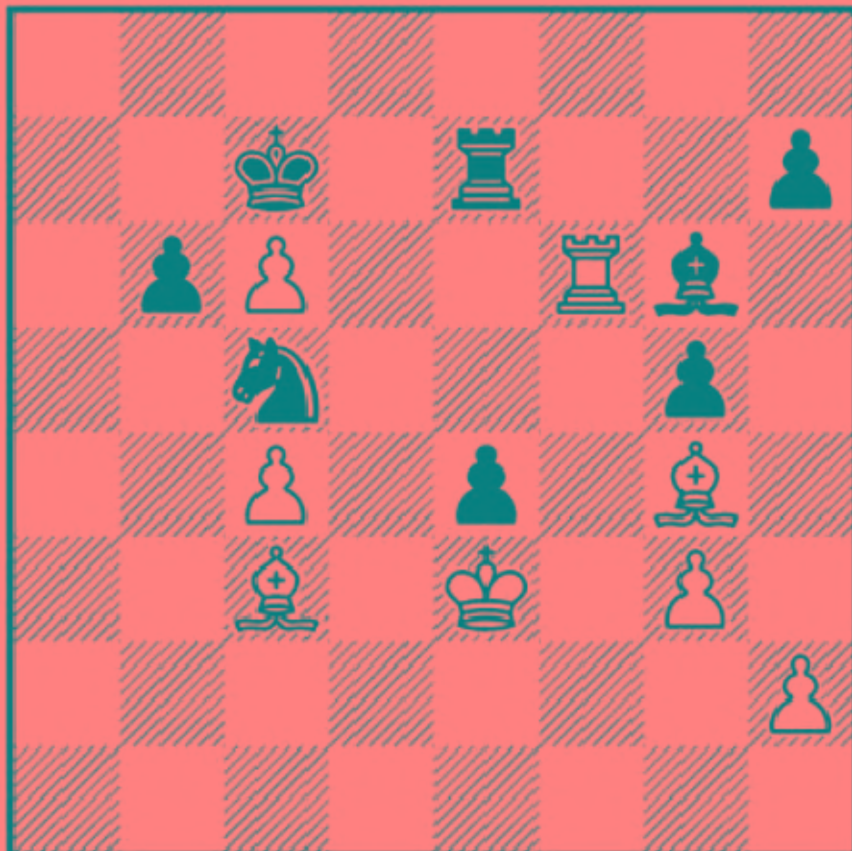
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W?



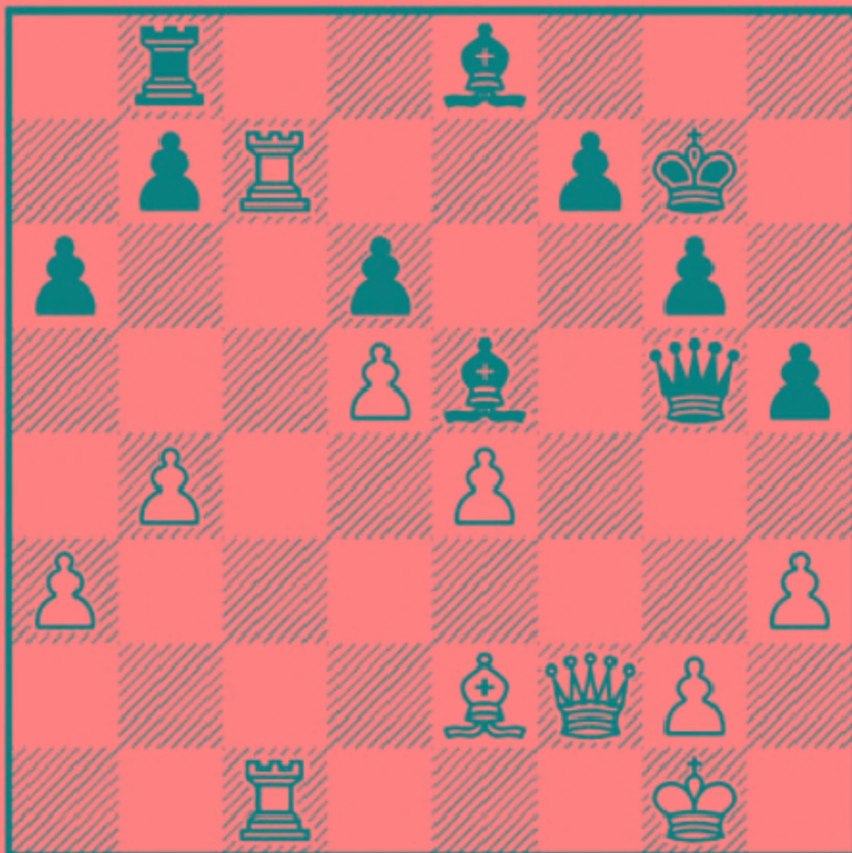
5

W?



6

W?

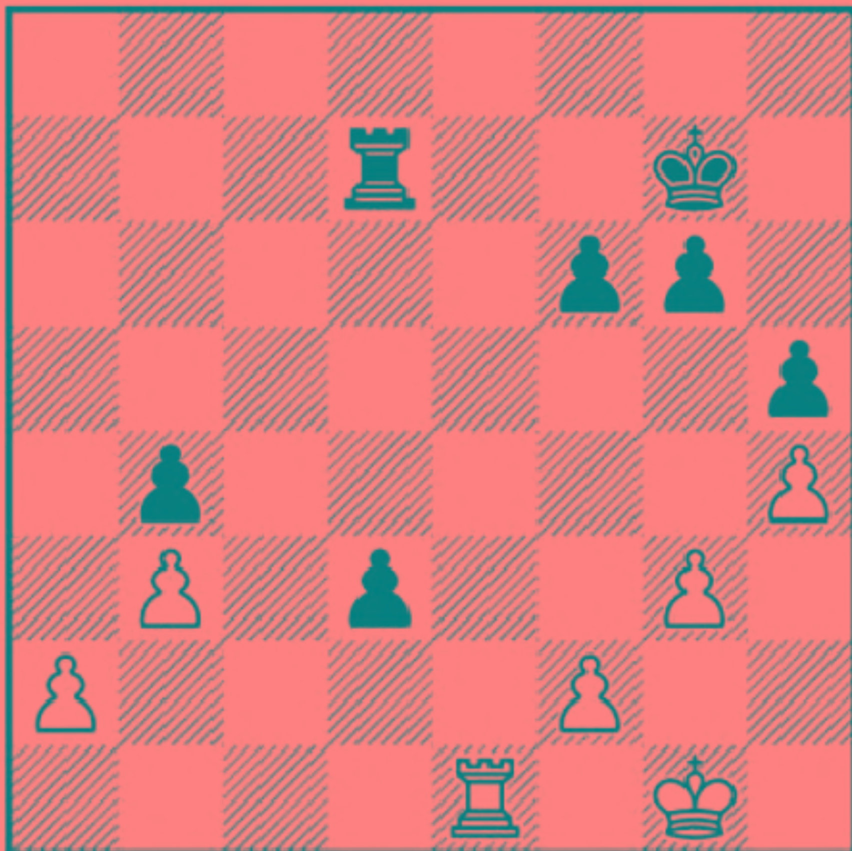


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Technique #3

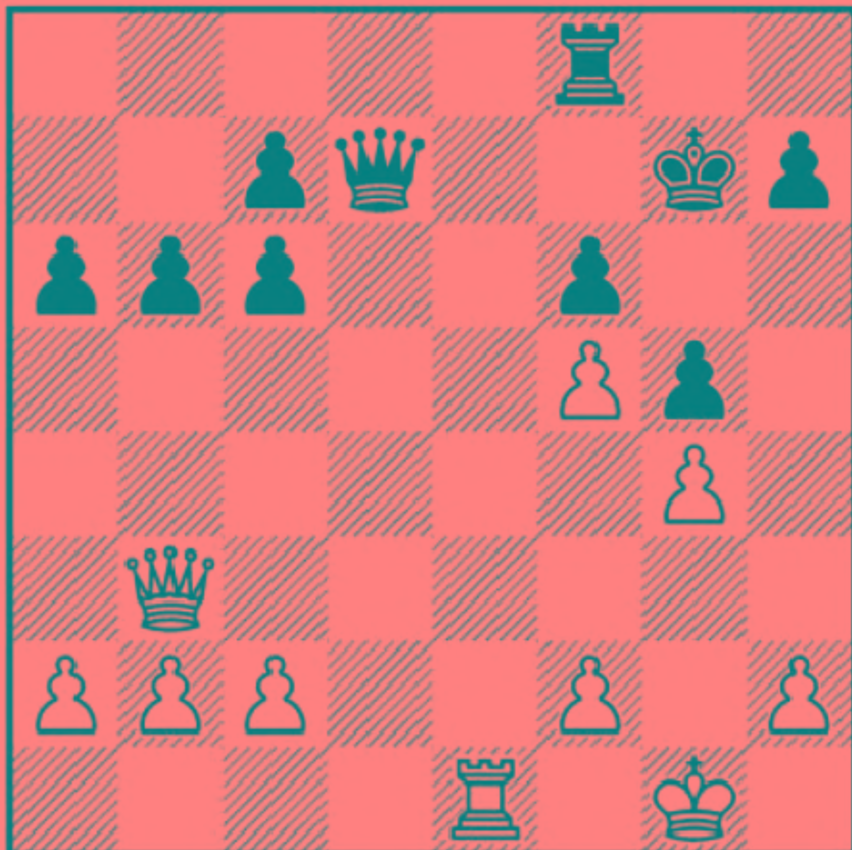
1

B?



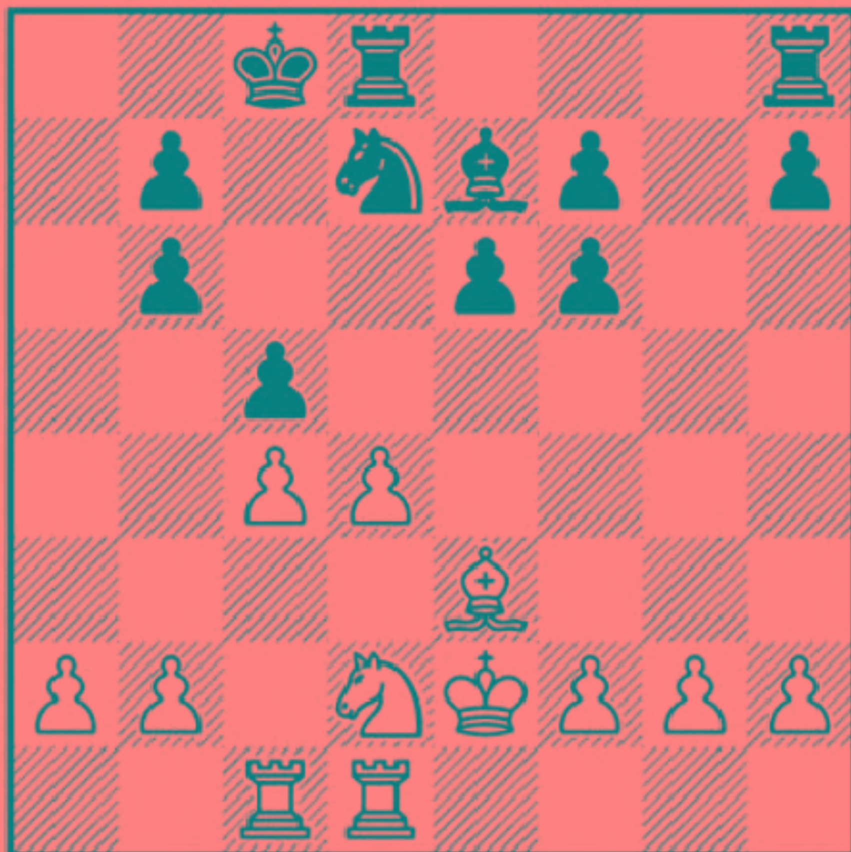
2

W?



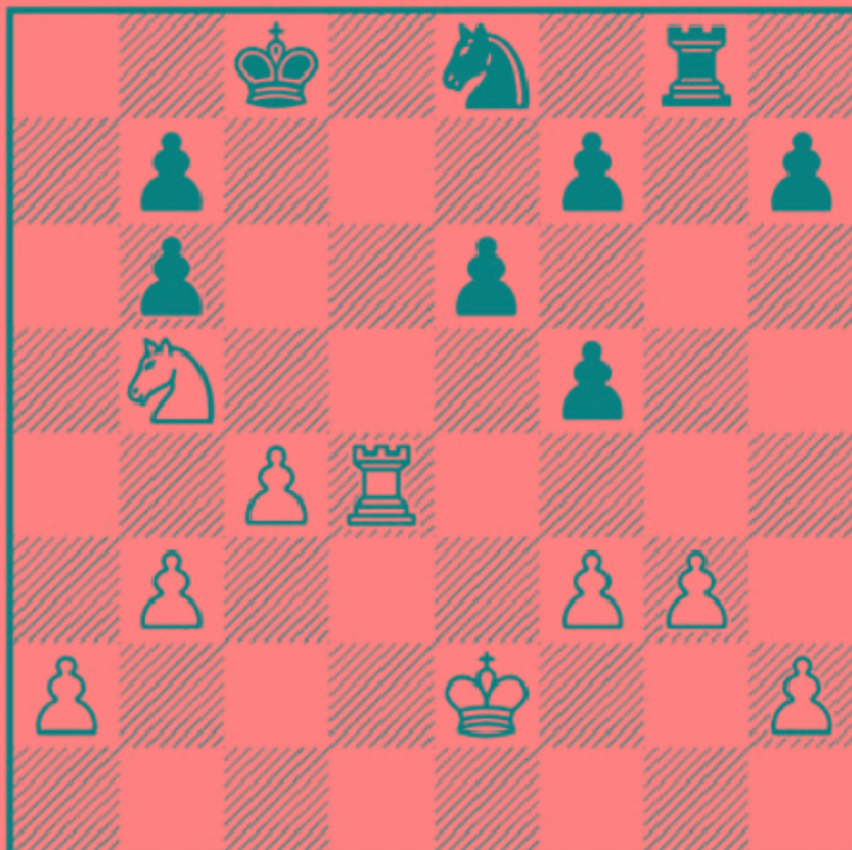
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W?



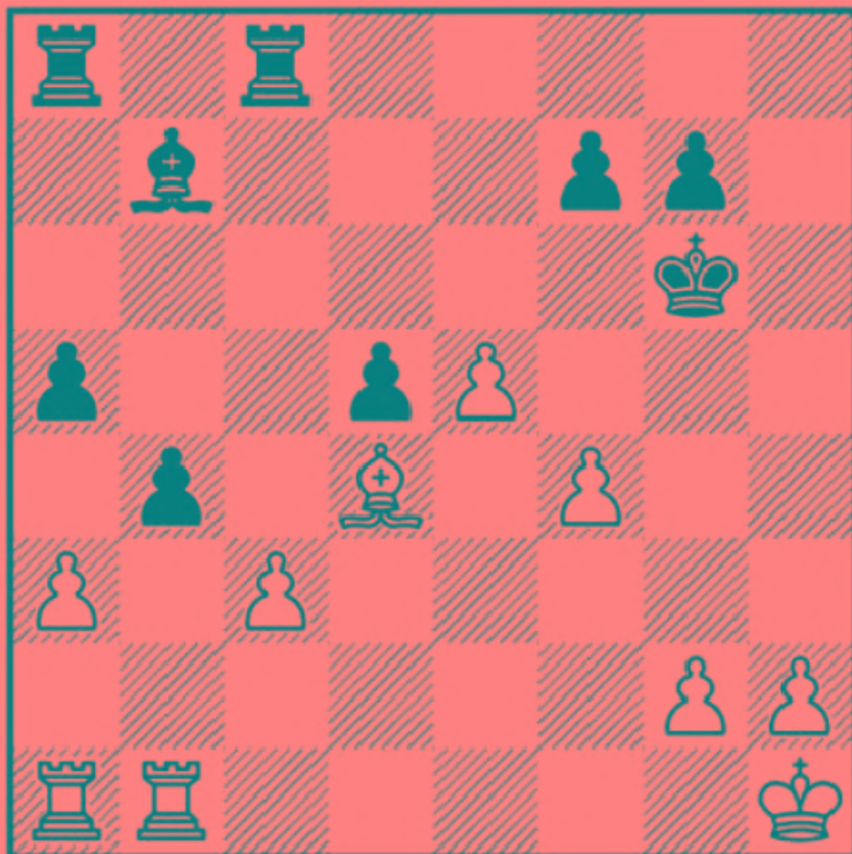
4

W?



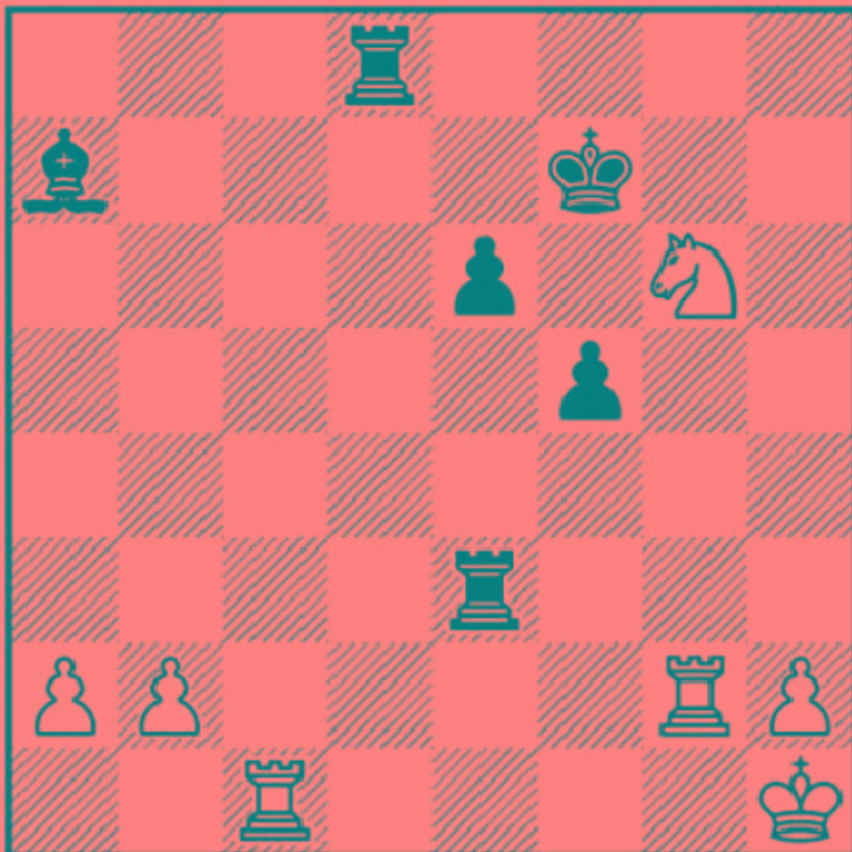
5

W?



6

B?

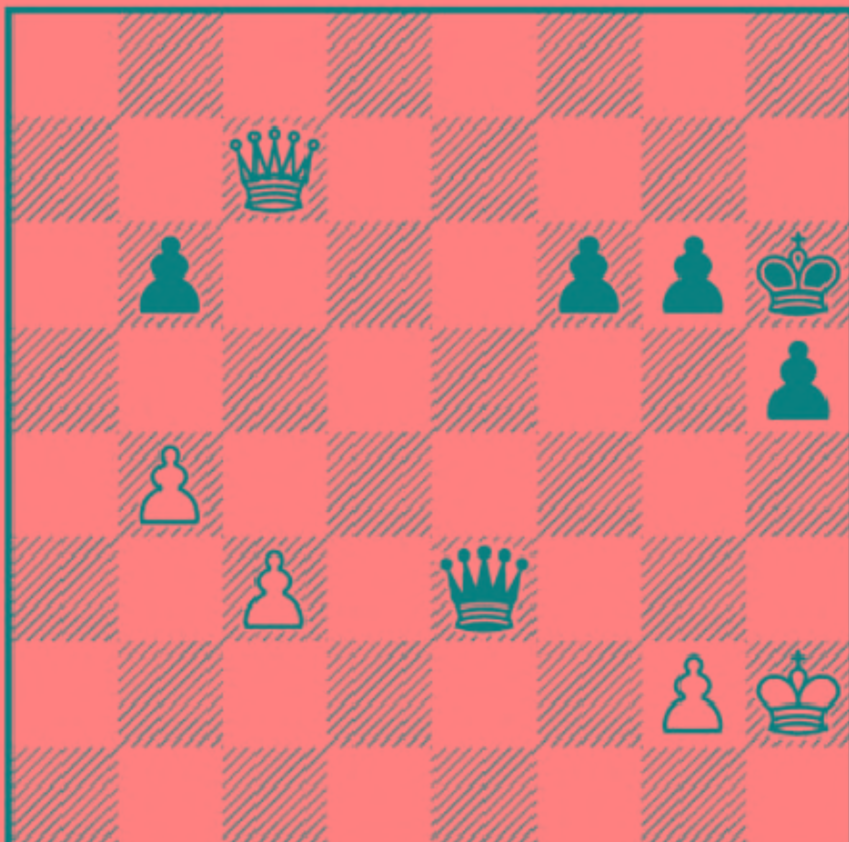


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Technique #4

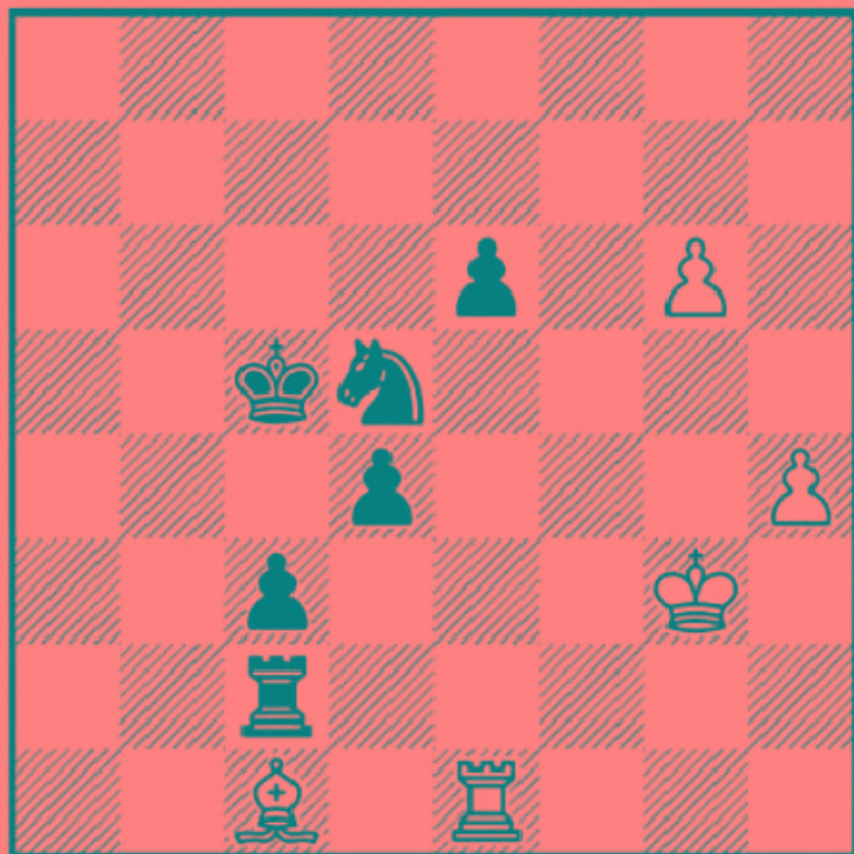
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B?



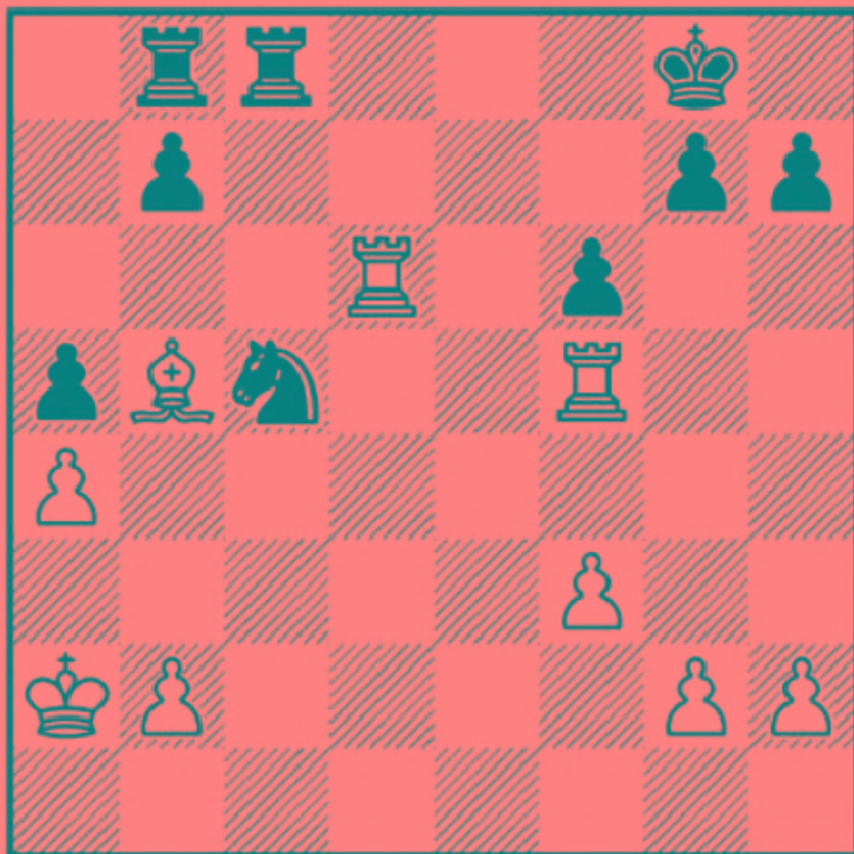
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B?



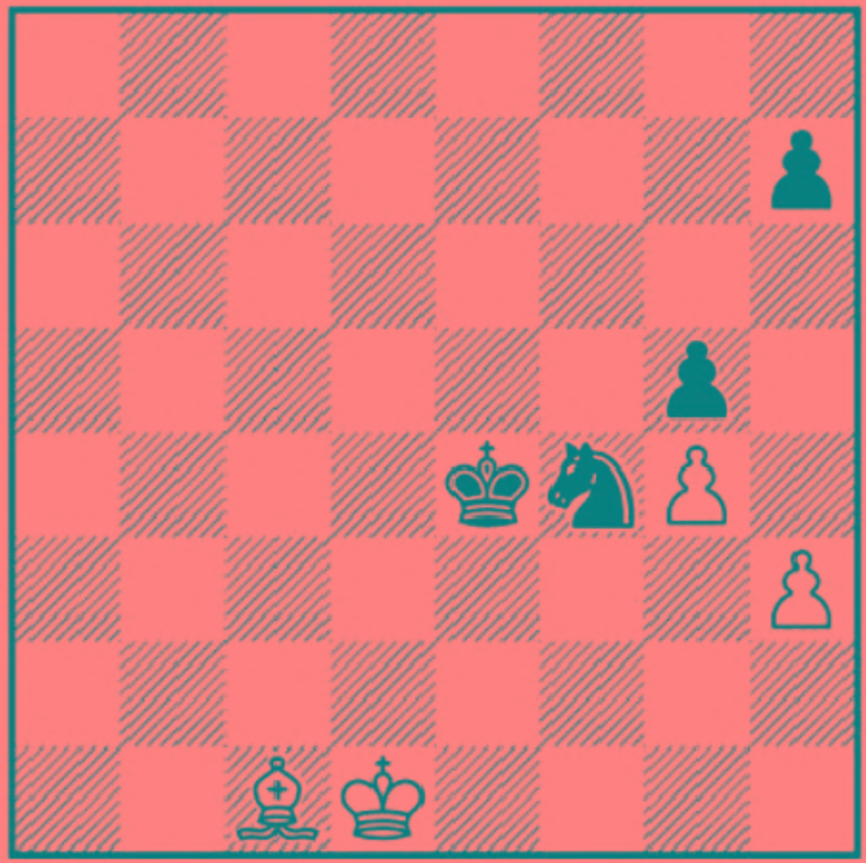
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W?



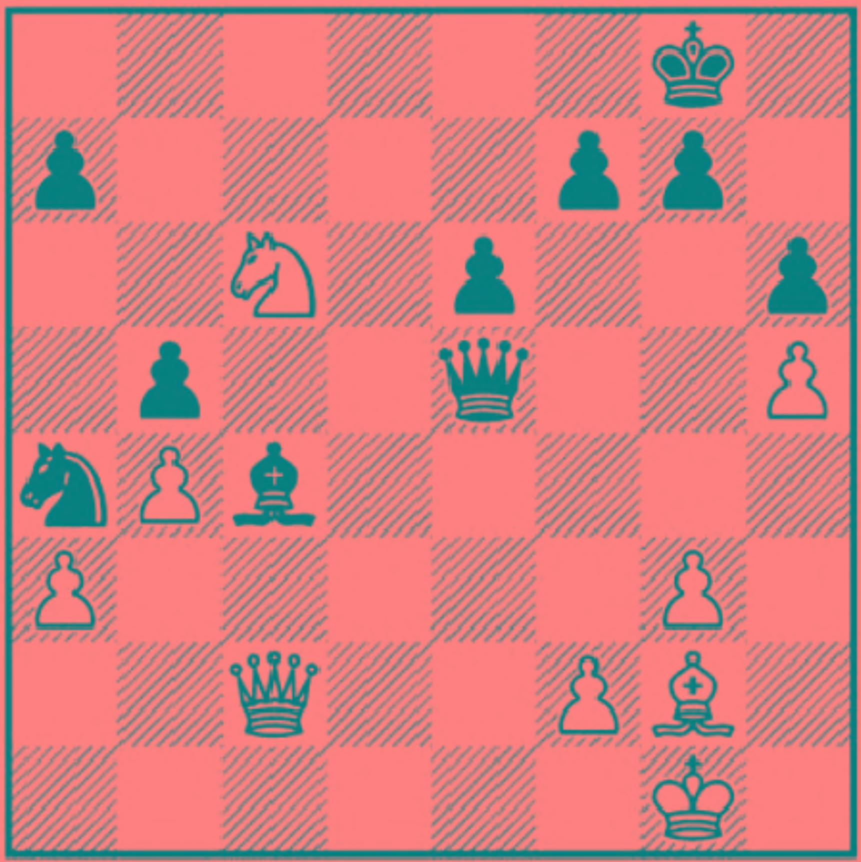
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B?



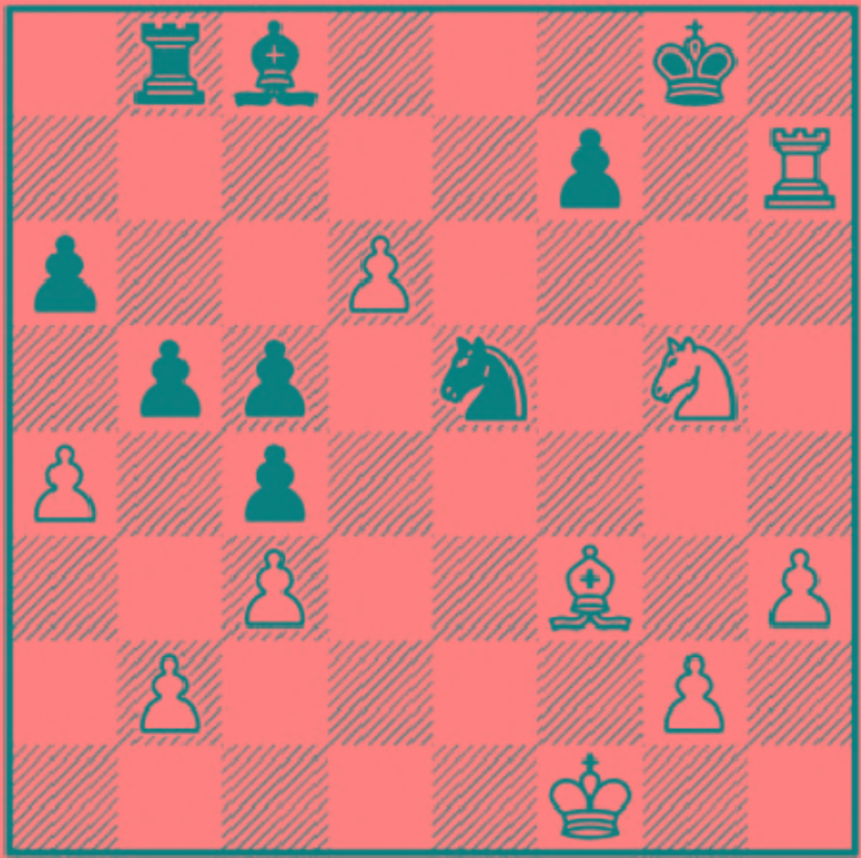
5

B?



6

W?



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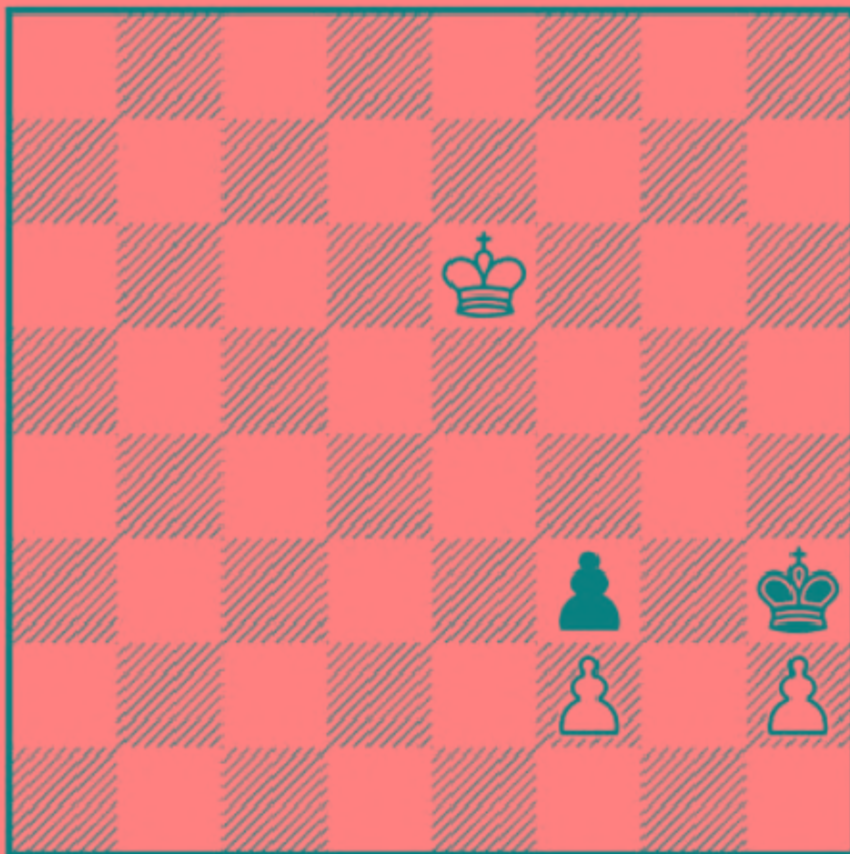
Chapter 7

Endgame Tests

Endgame Ideas

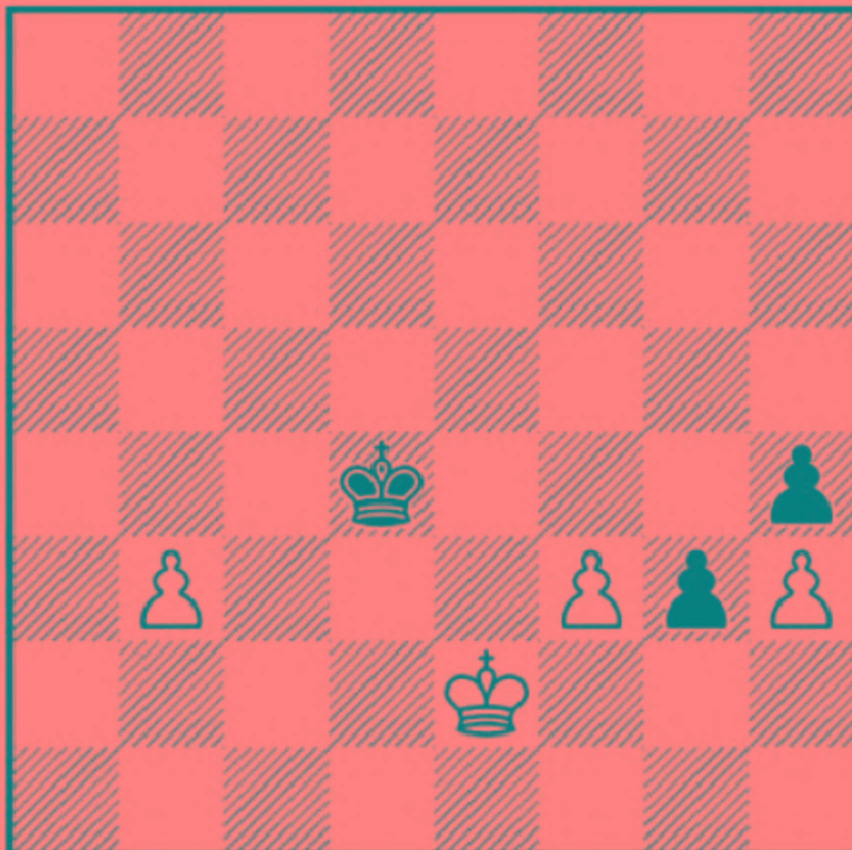
1

W?



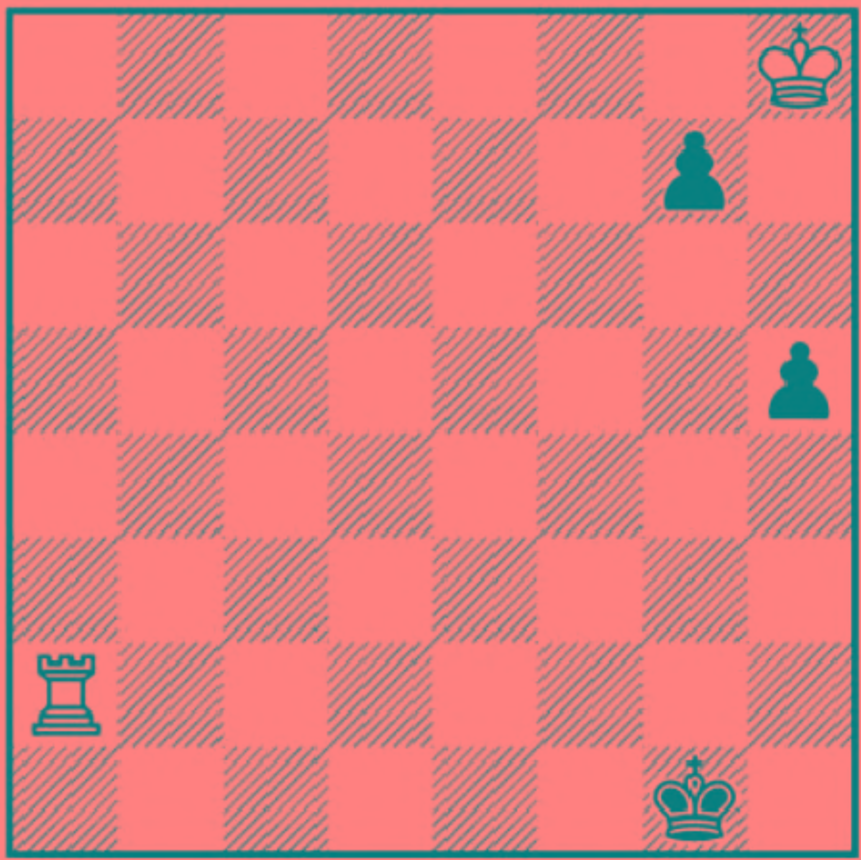
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W?



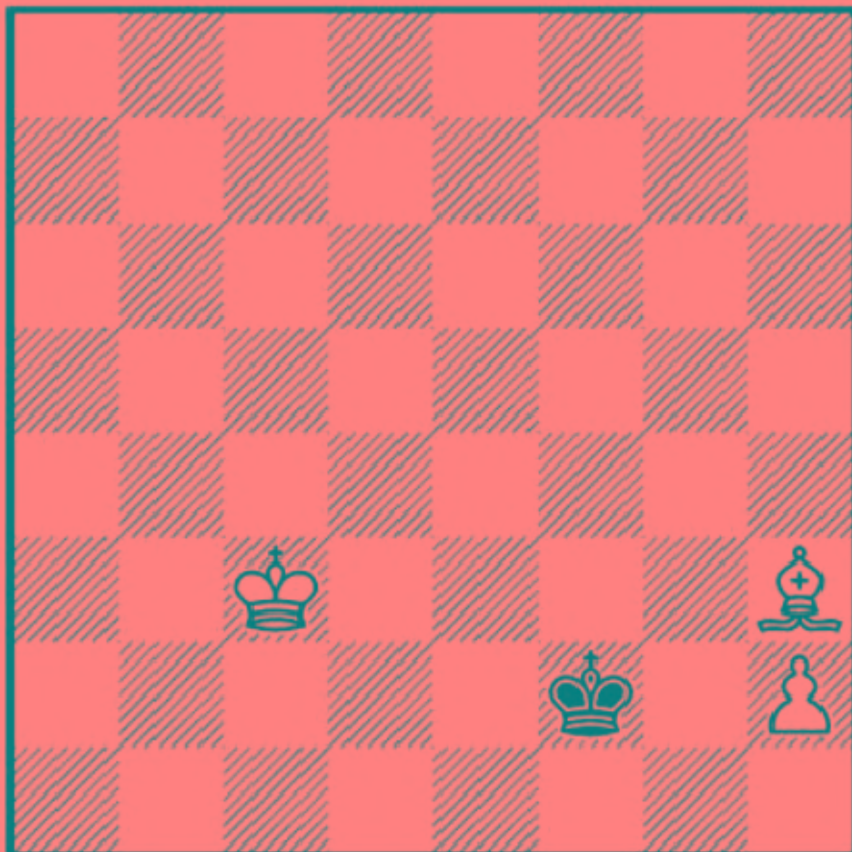
3

W?



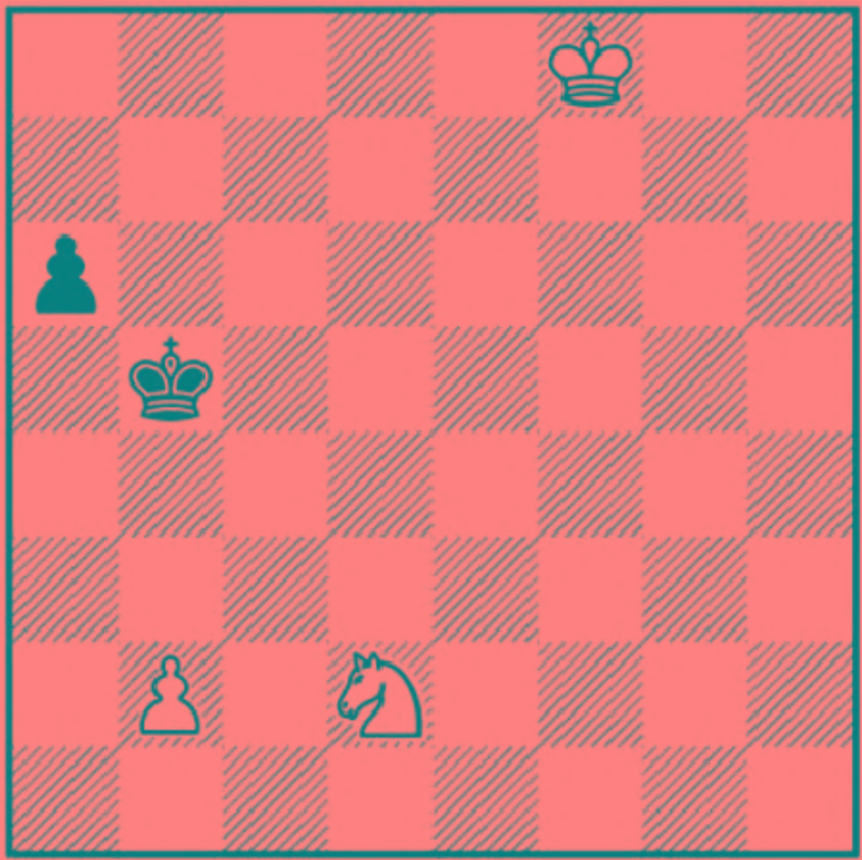
4

W?



5

W?

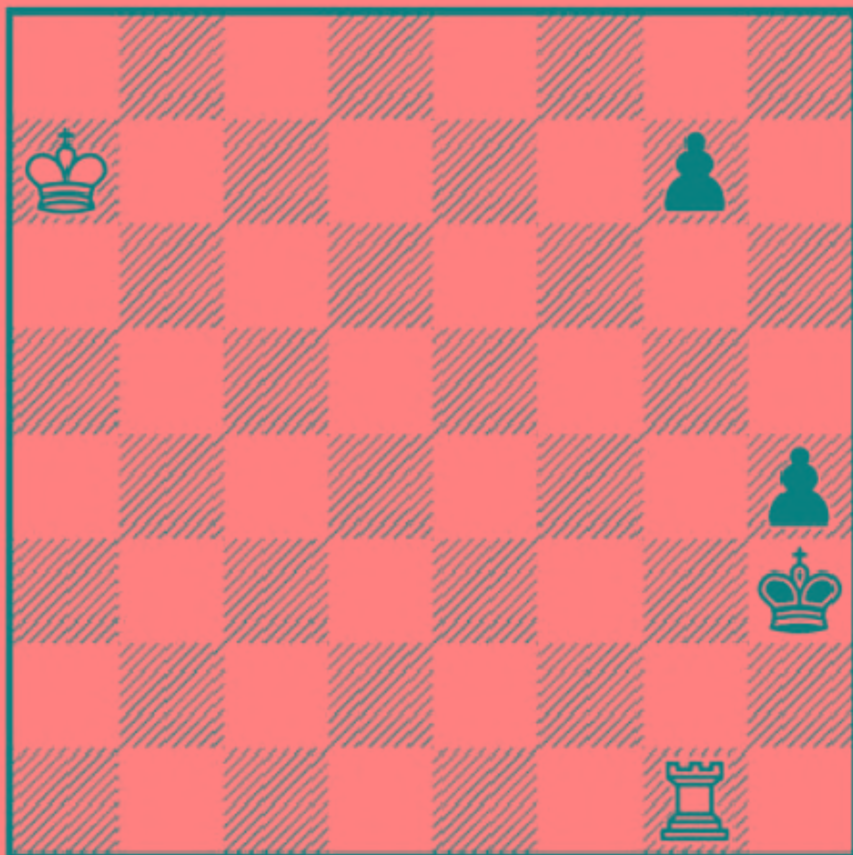


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Skillful Rook Play

1

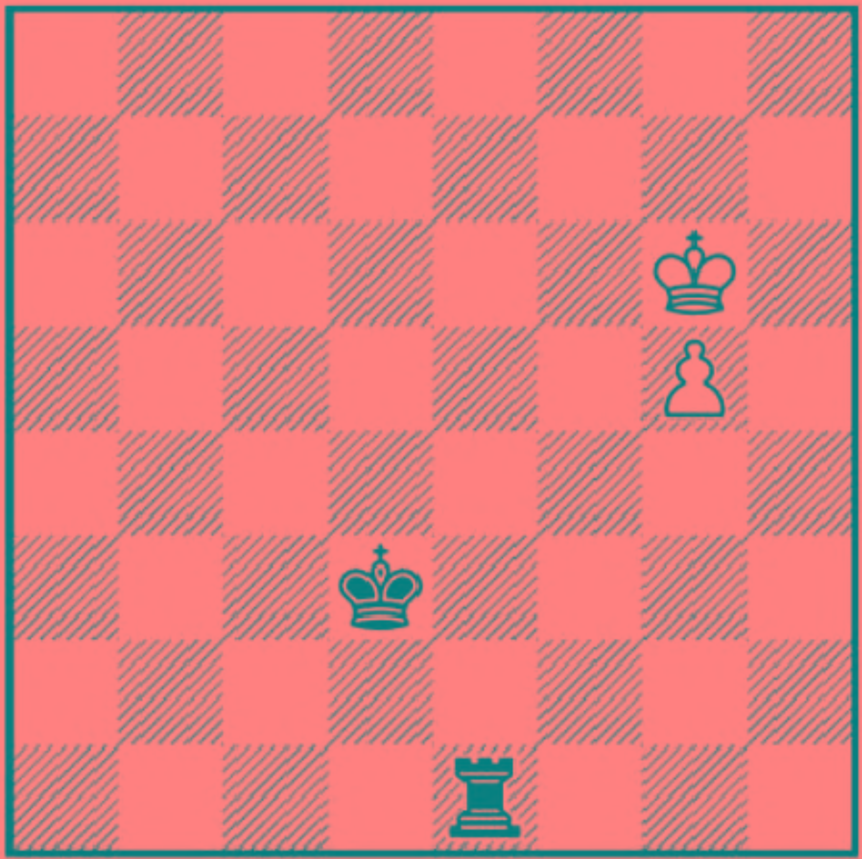
W?



How is White to play?

2

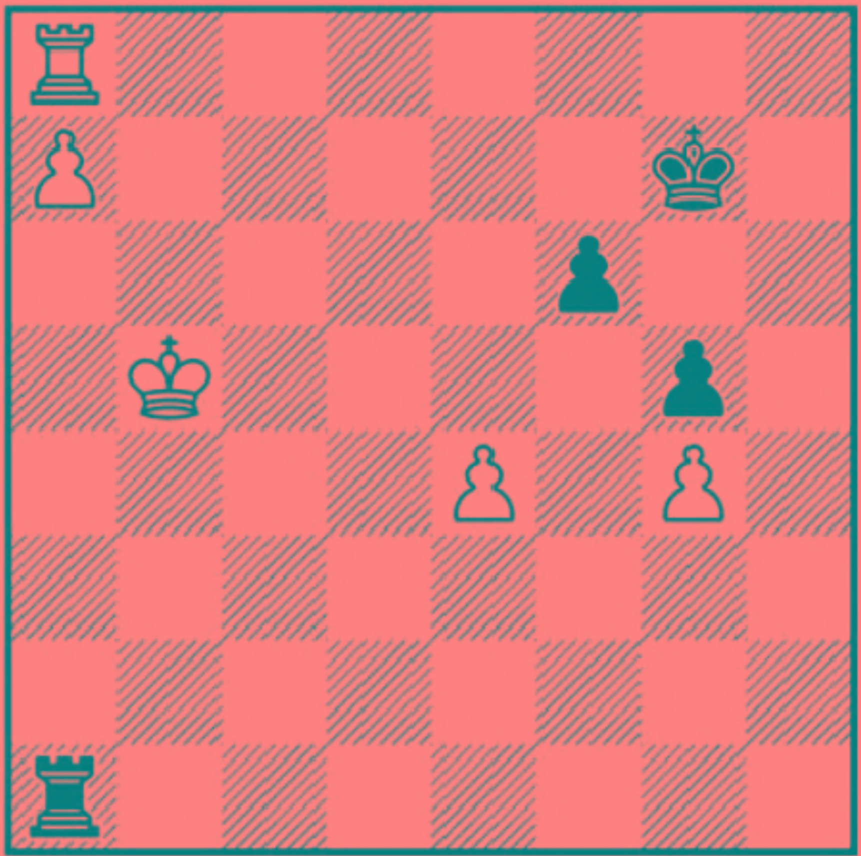
B?



How is Black to play?

3

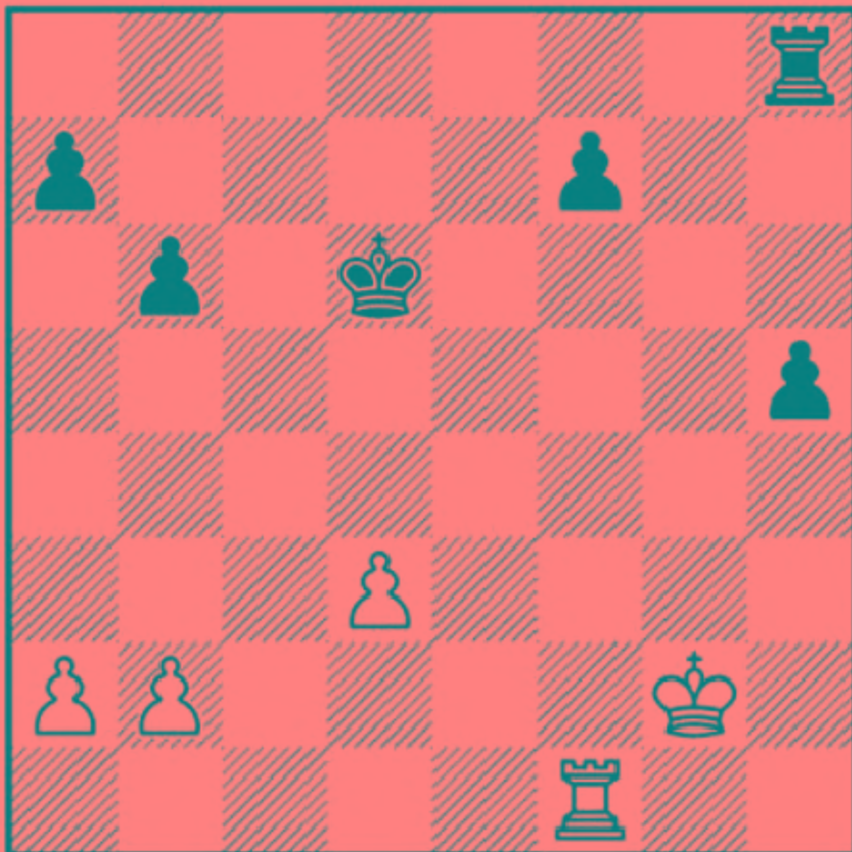
W?



Can White win?

4

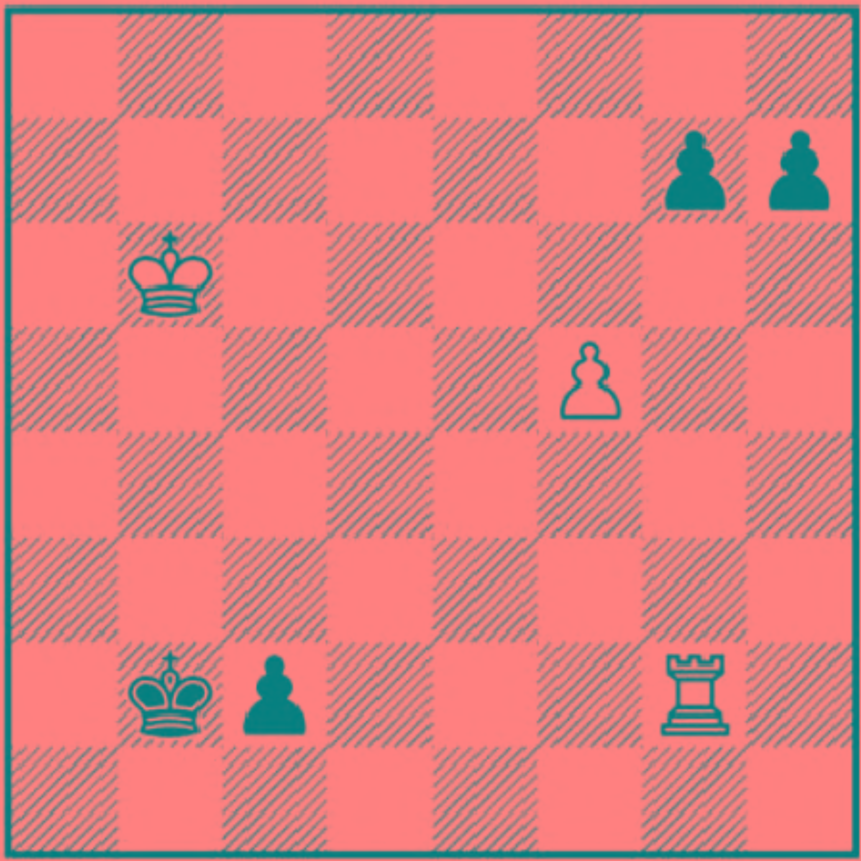
B?



How should Black utilize his advantage?

5

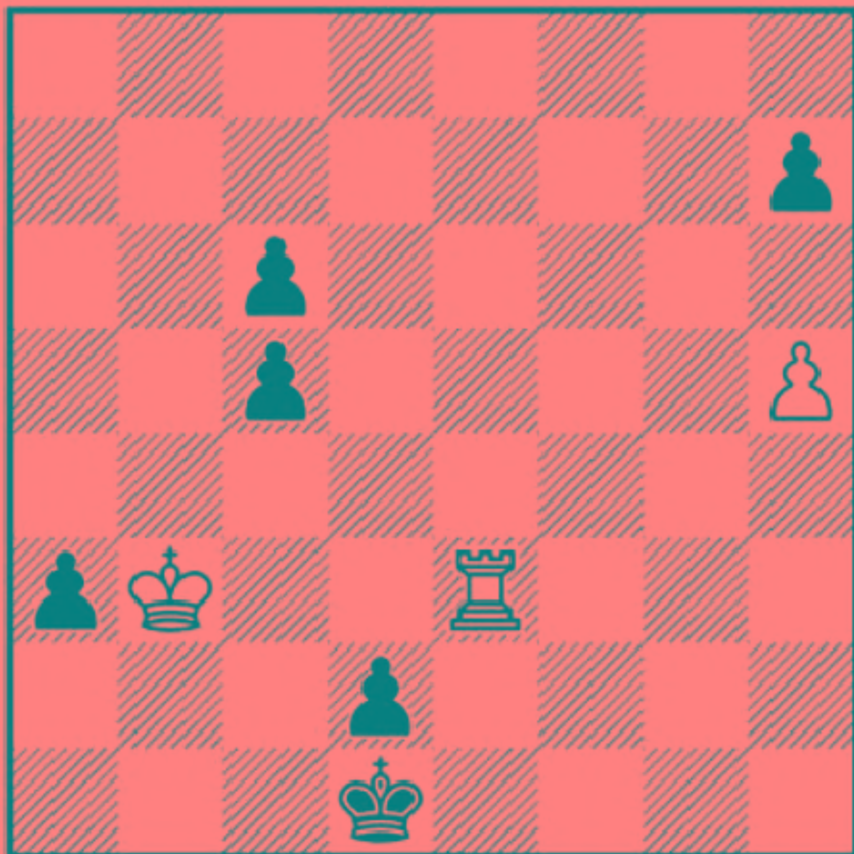
W?



How is White to play?

6

W?



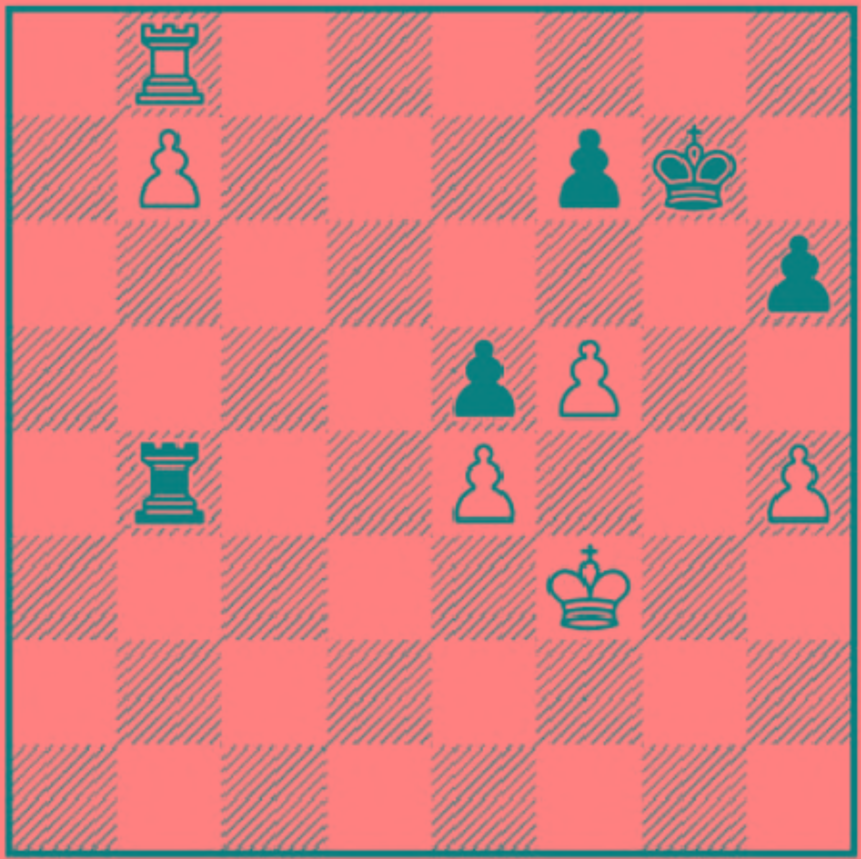
How is White to play?

Solutions page 194

Rook Endgames: Even on One Side, an Extra Pawn on the Other

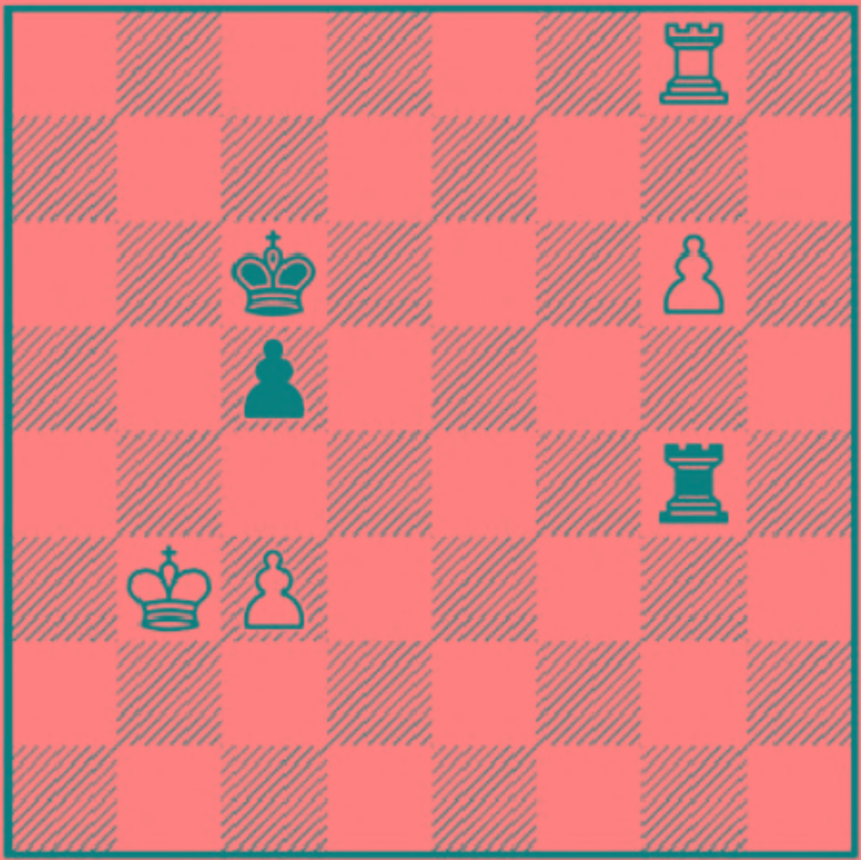
1

B?



2

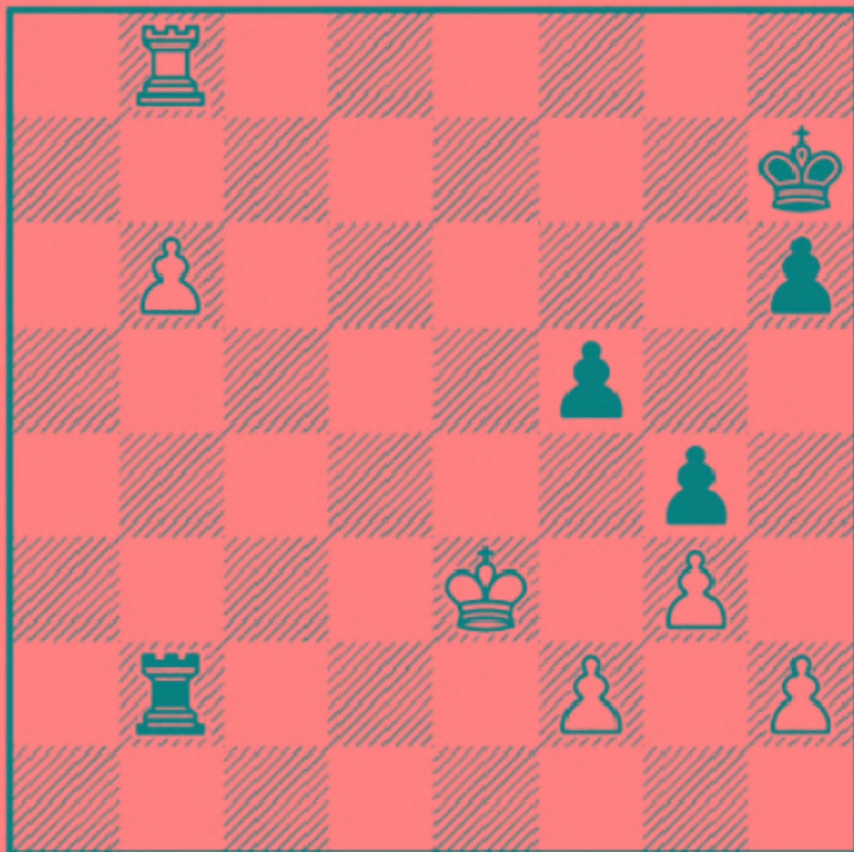
W?



What is the expected result?

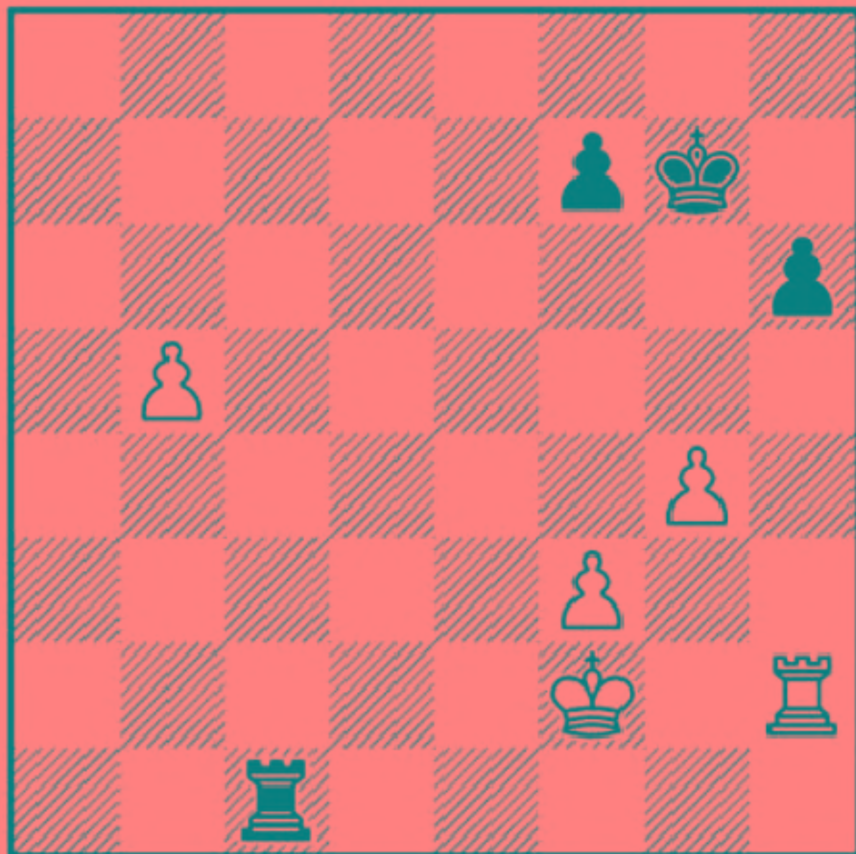
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W?



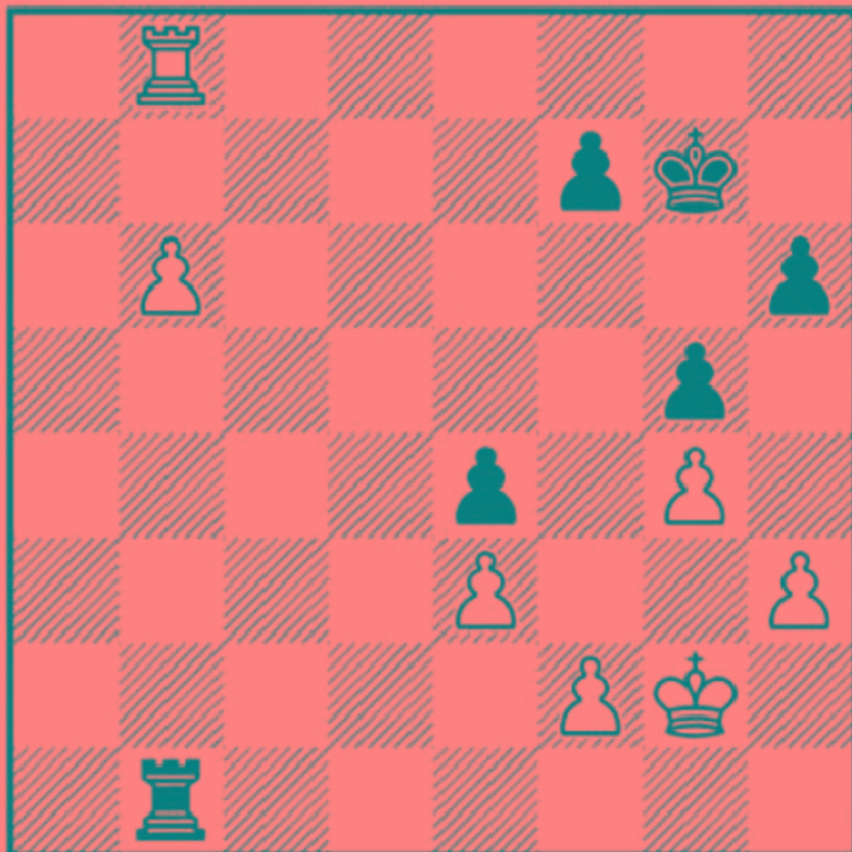
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B?



5

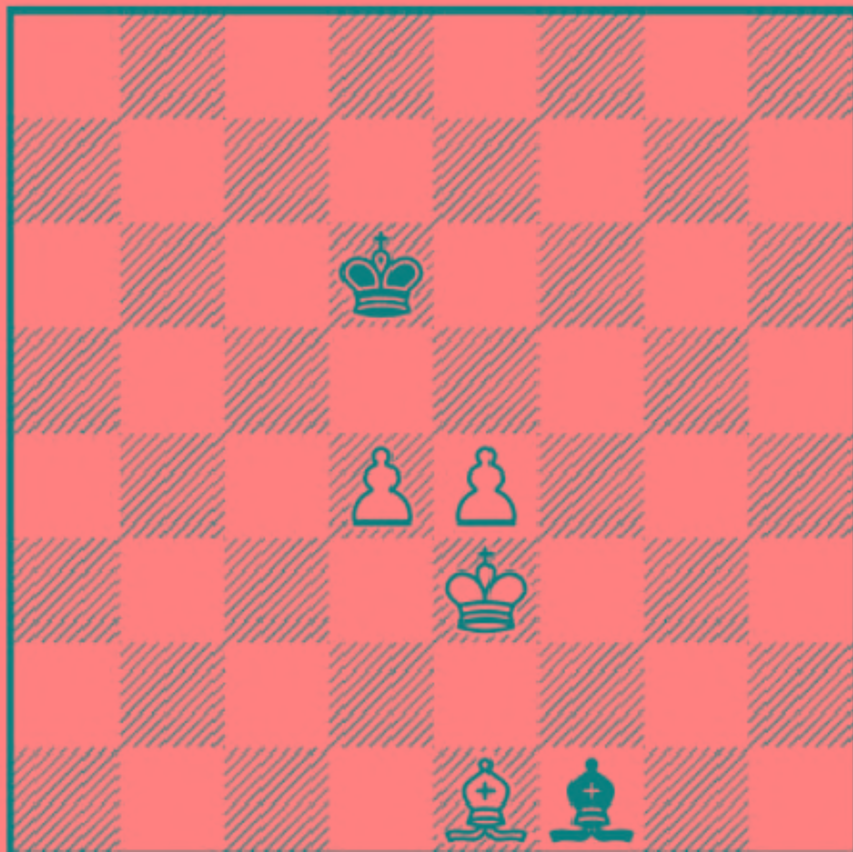
W?



Solutions page 196

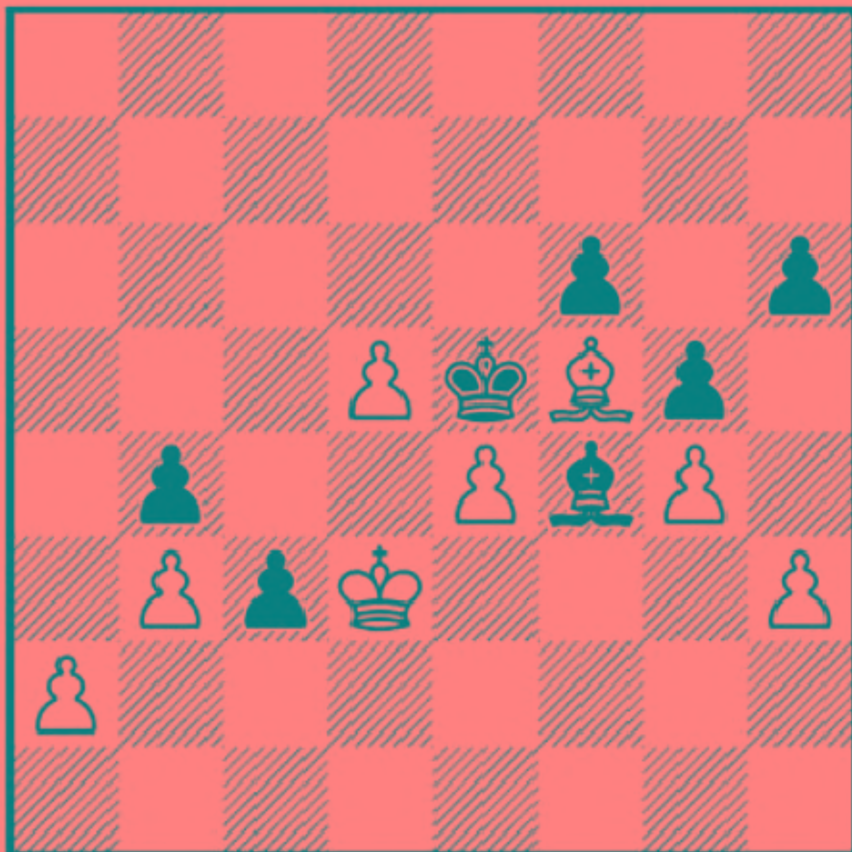
1

B?



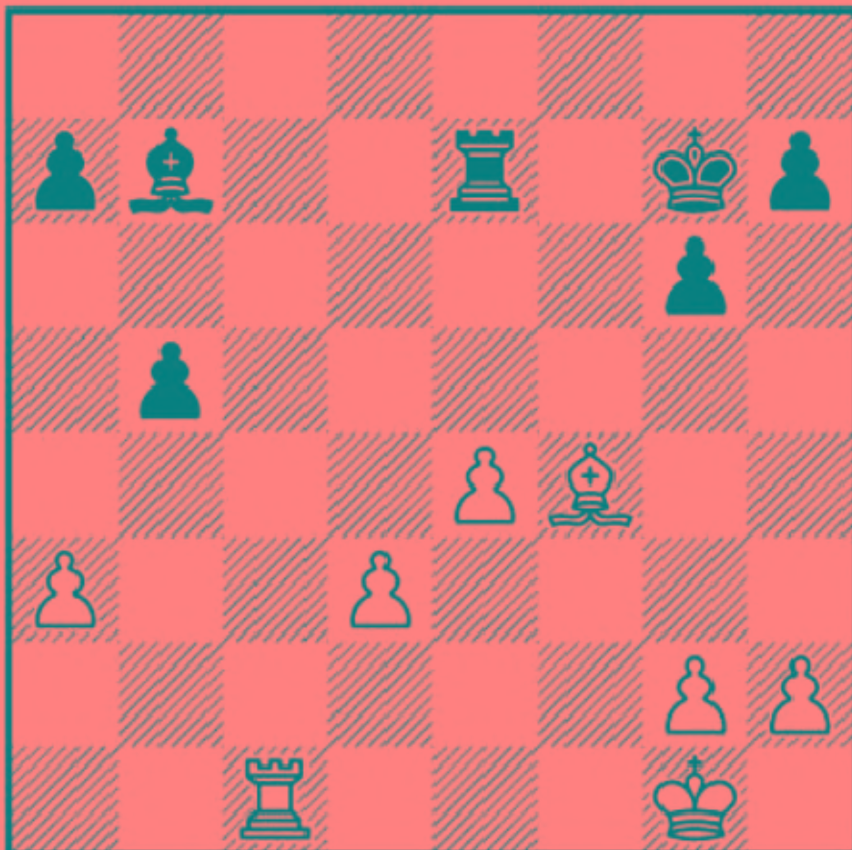
2

W?



3

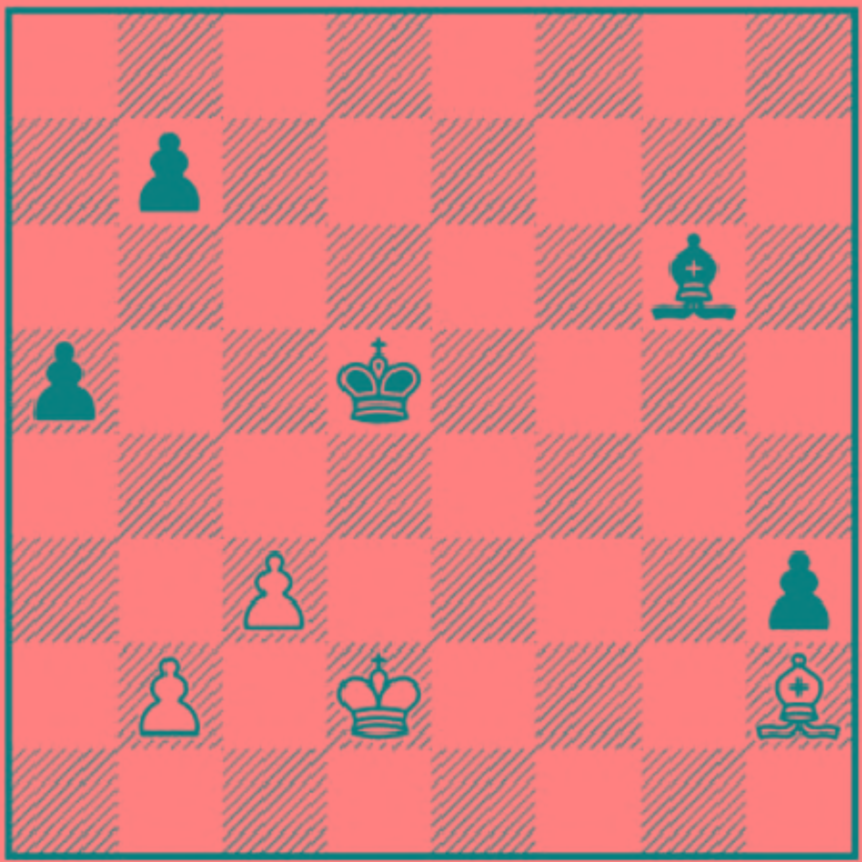
W?



Evaluate 36.Rc7.

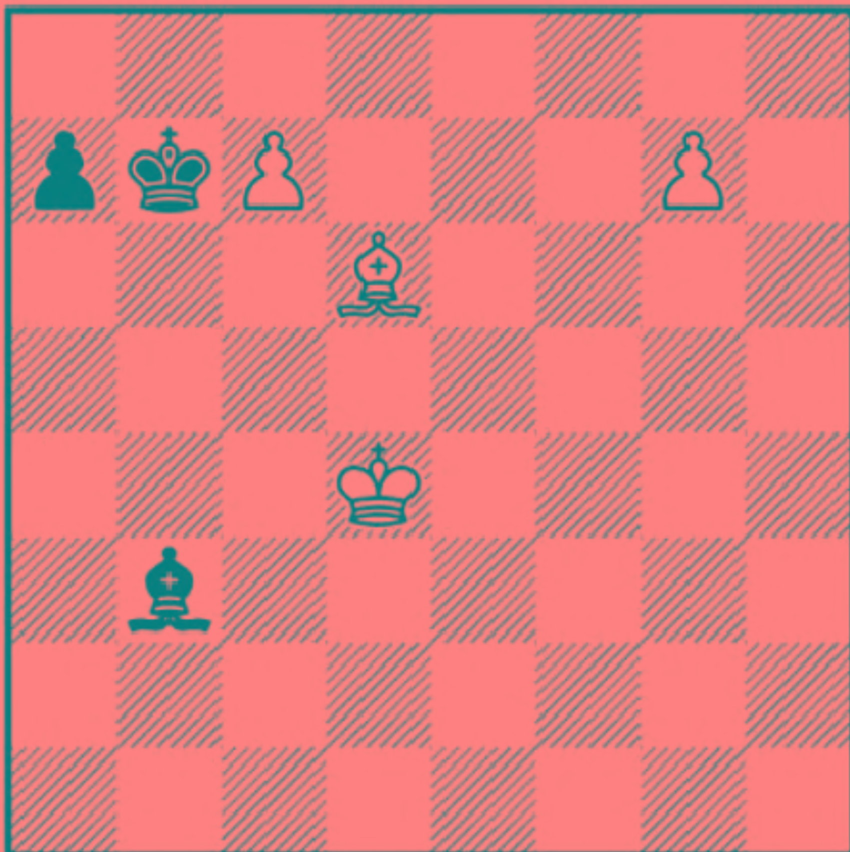
4

B?



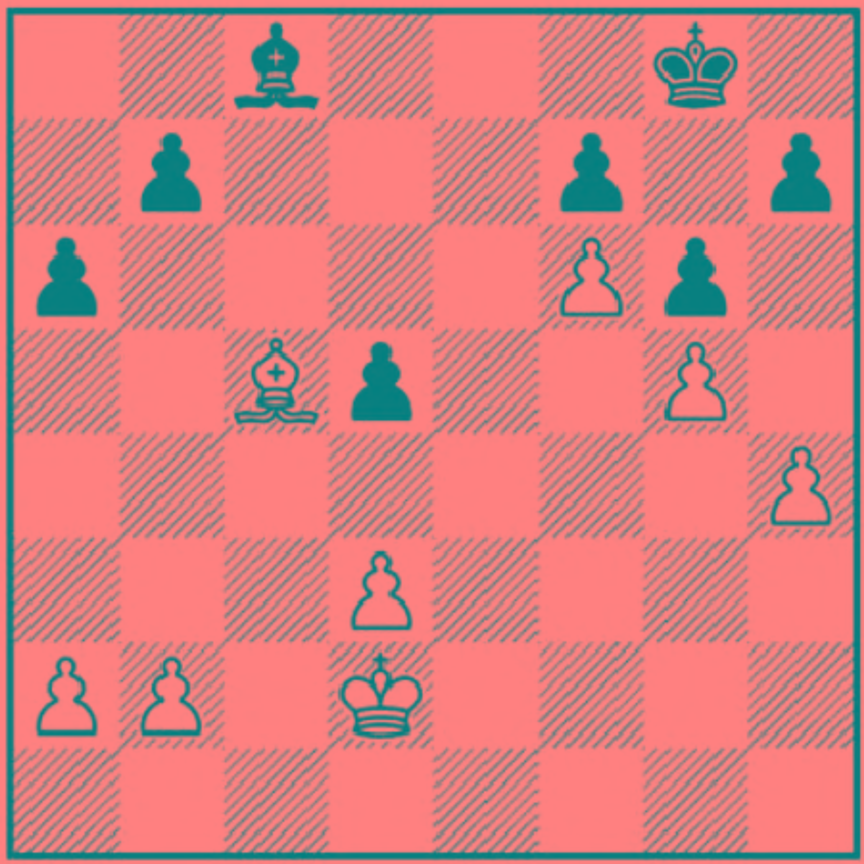
5

W?



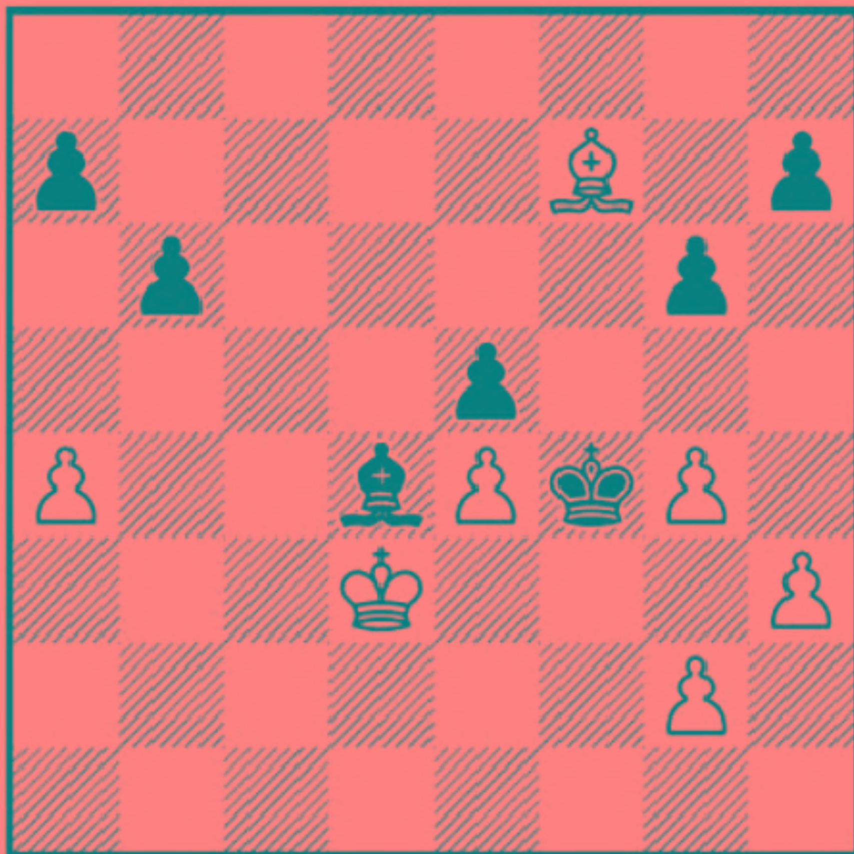
6

B?



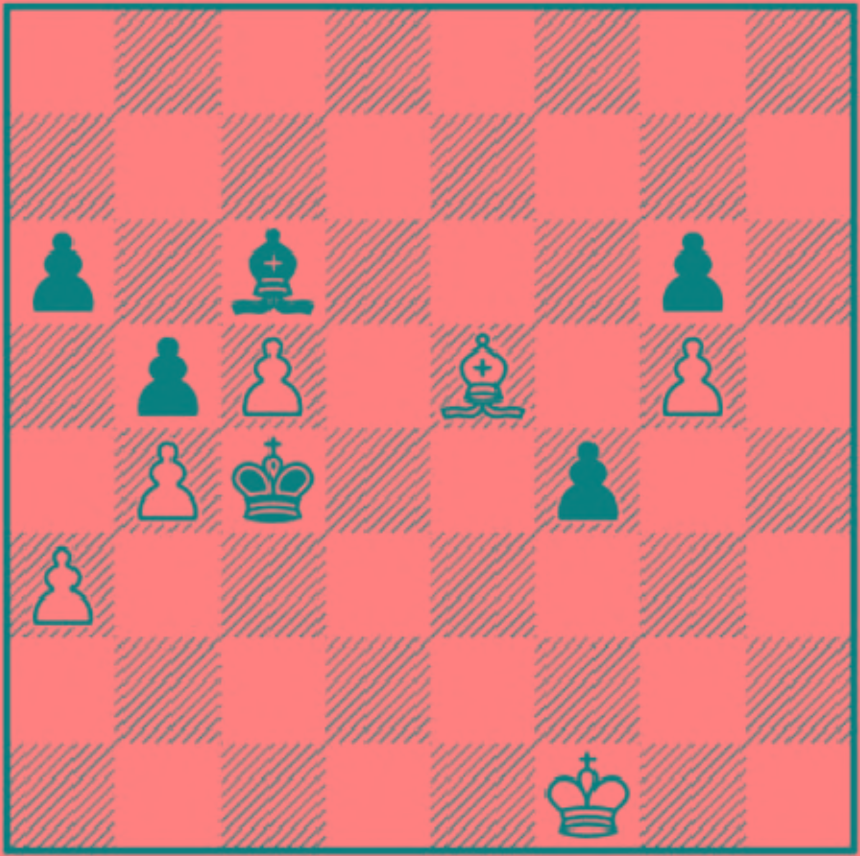
7

W?



8

B?

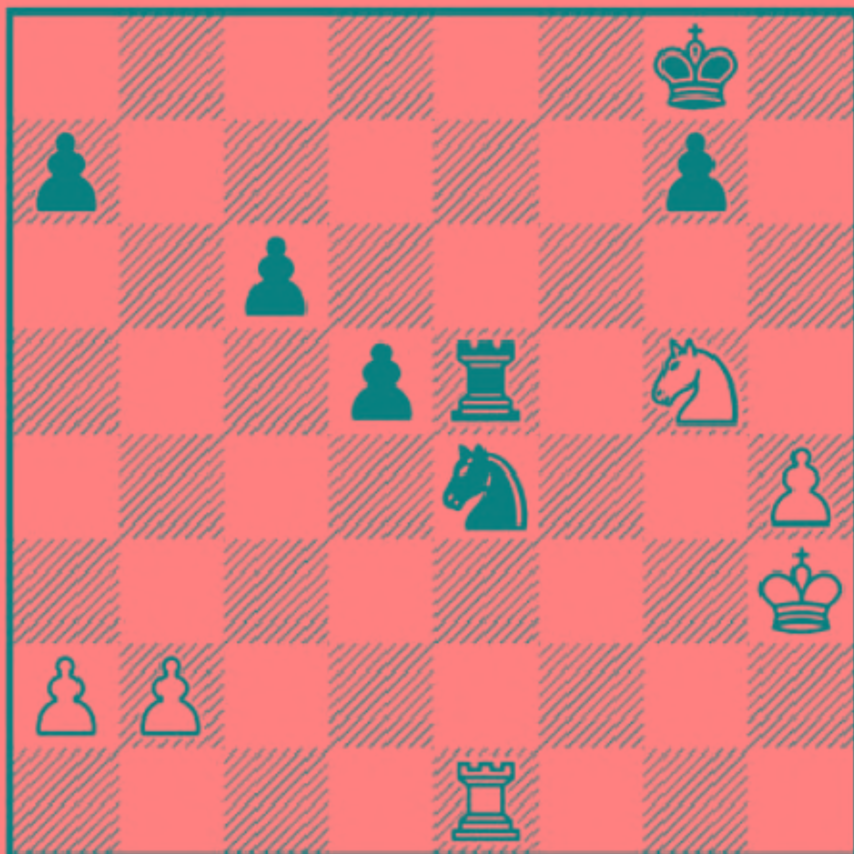


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Transition to a Pawn Endgame

1

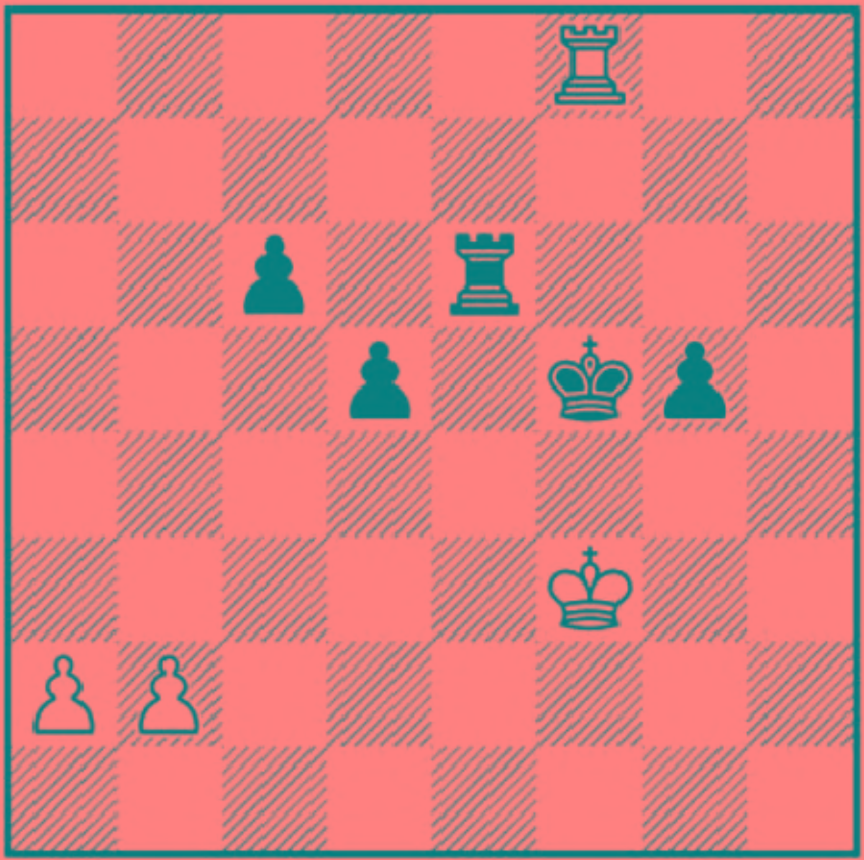
W?



How is White to continue?

2

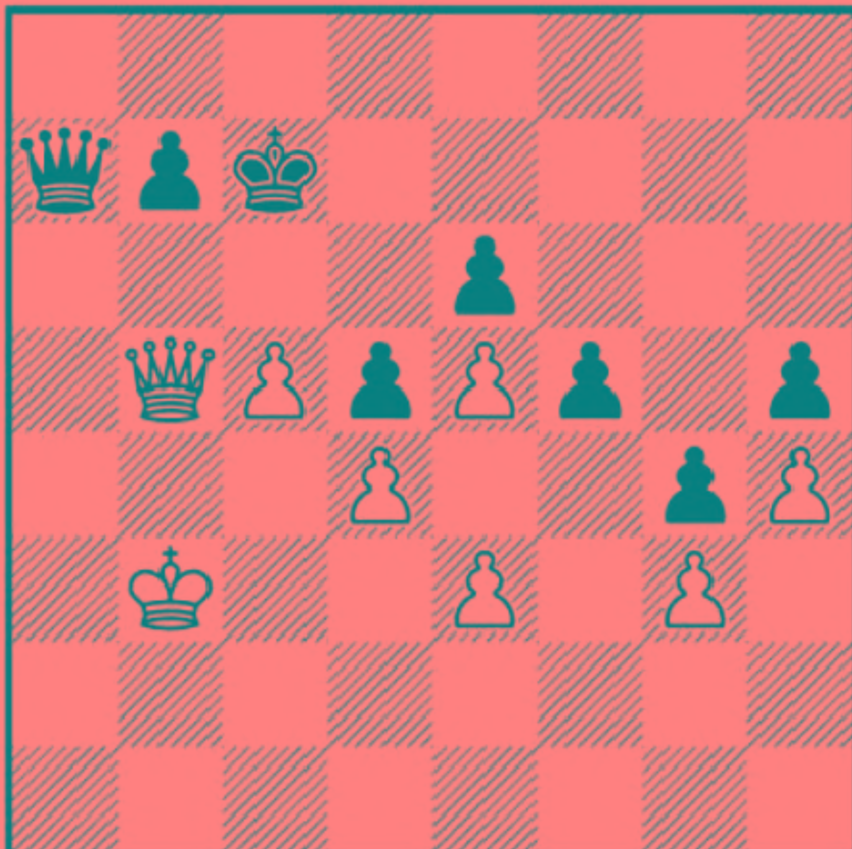
B?



Which move is stronger: 50...Ke5 or 50...Rf6?

3

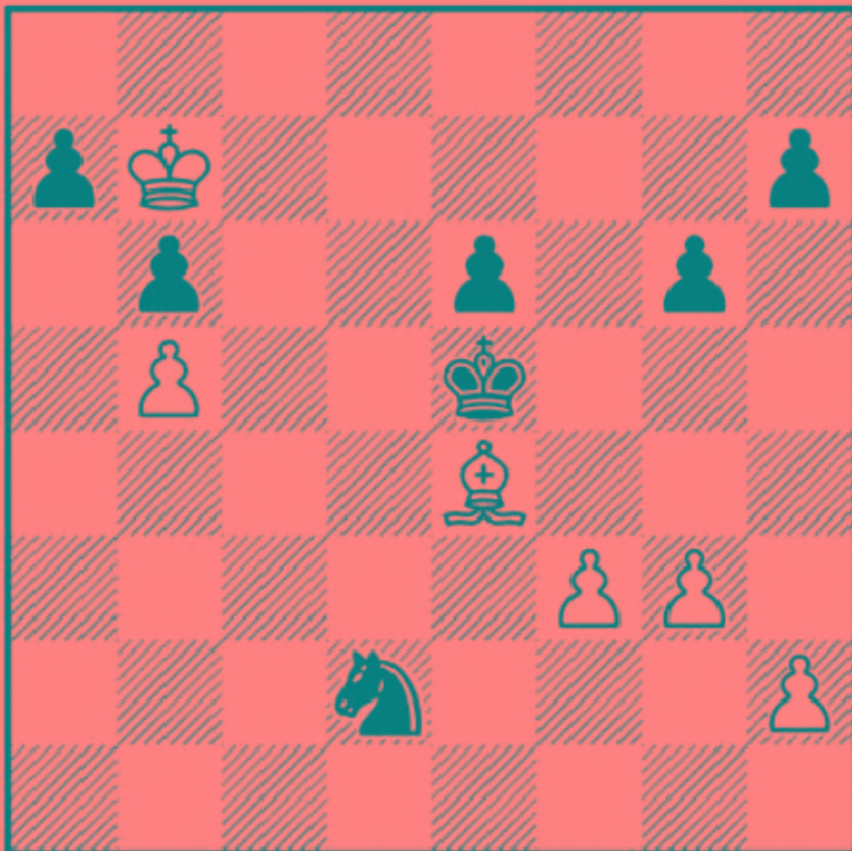
W?



Evaluate the consequences of the move 47.Qa4.

4

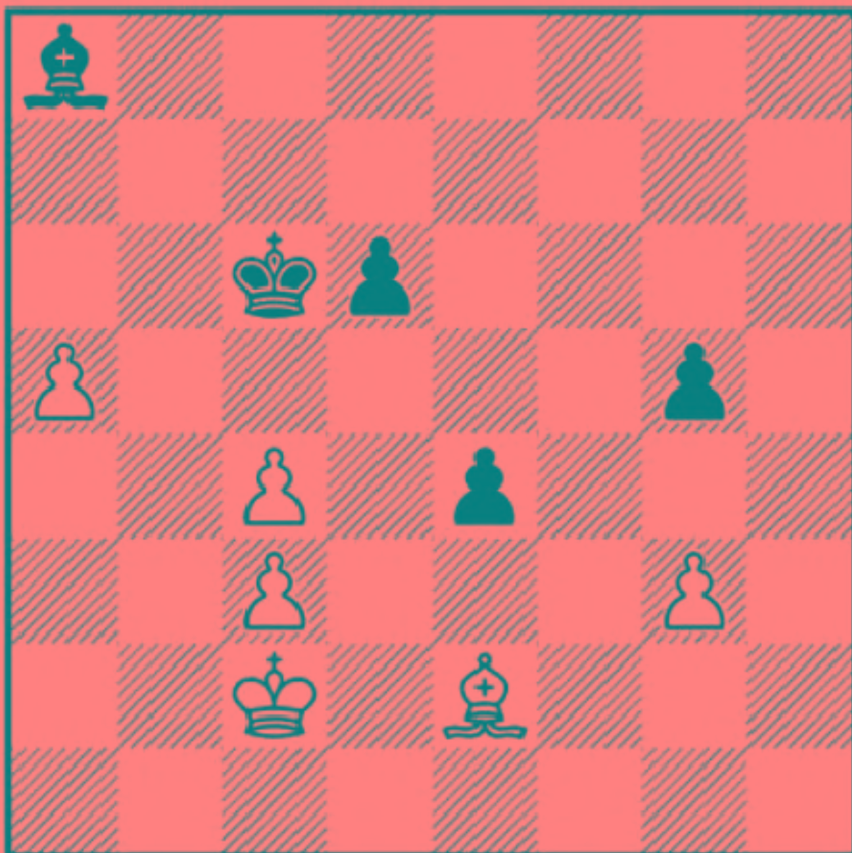
B?



How should Black continue?

5

W?



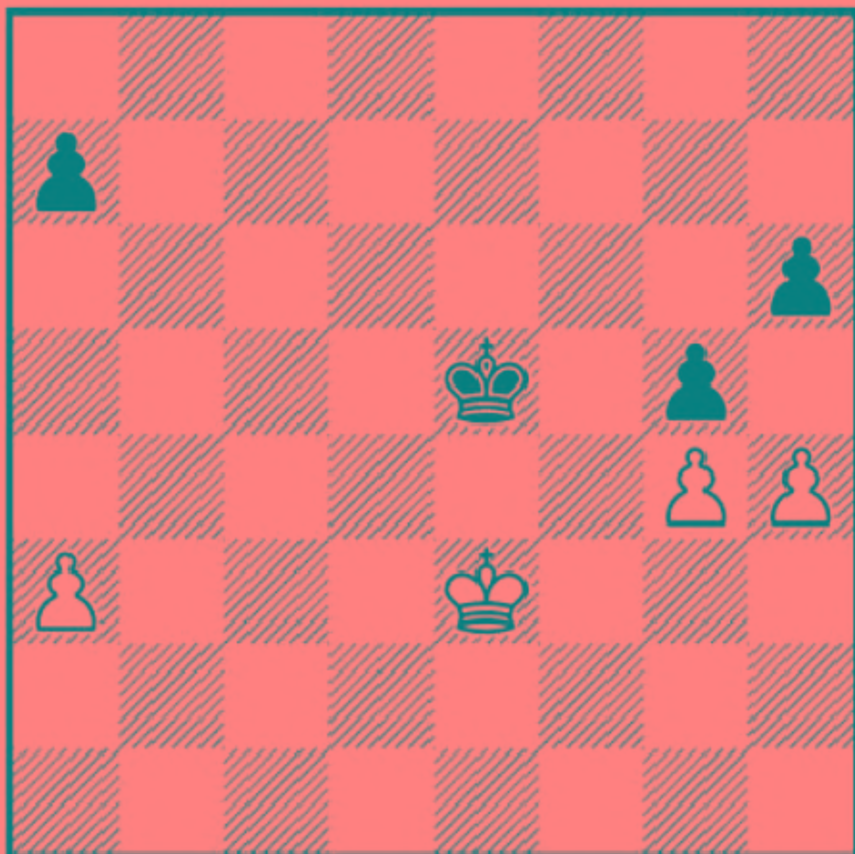
Should White play 47.Bg4(△ Be6-d5) or 47.Kd2?

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Reserve Tempi in Pawn Endgames

1

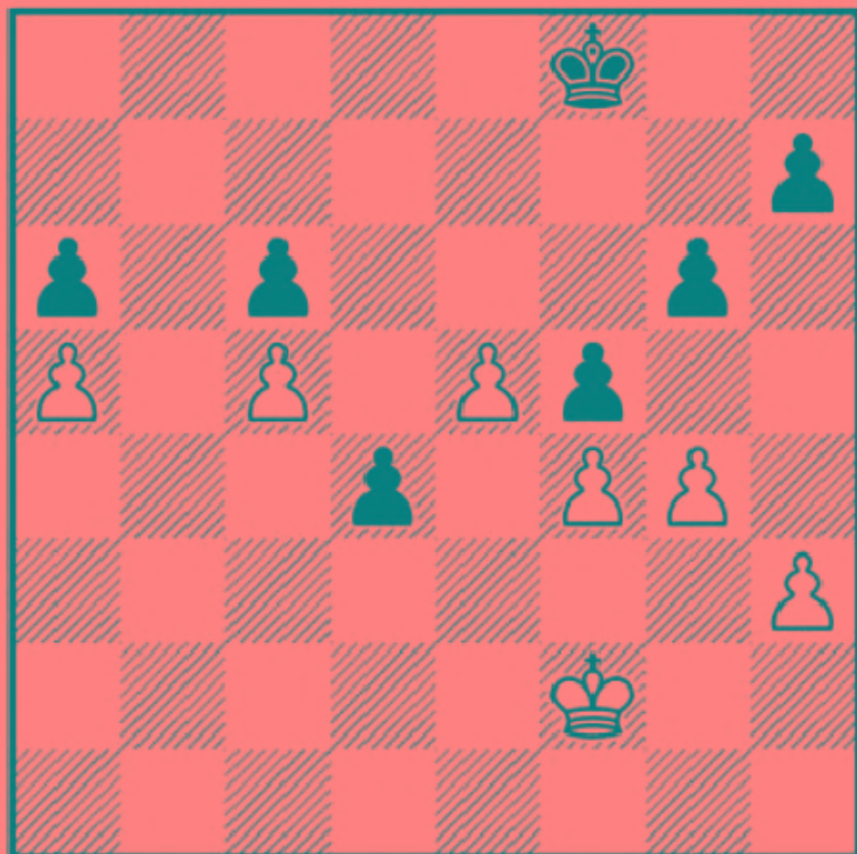
W?



Can White escape?

2

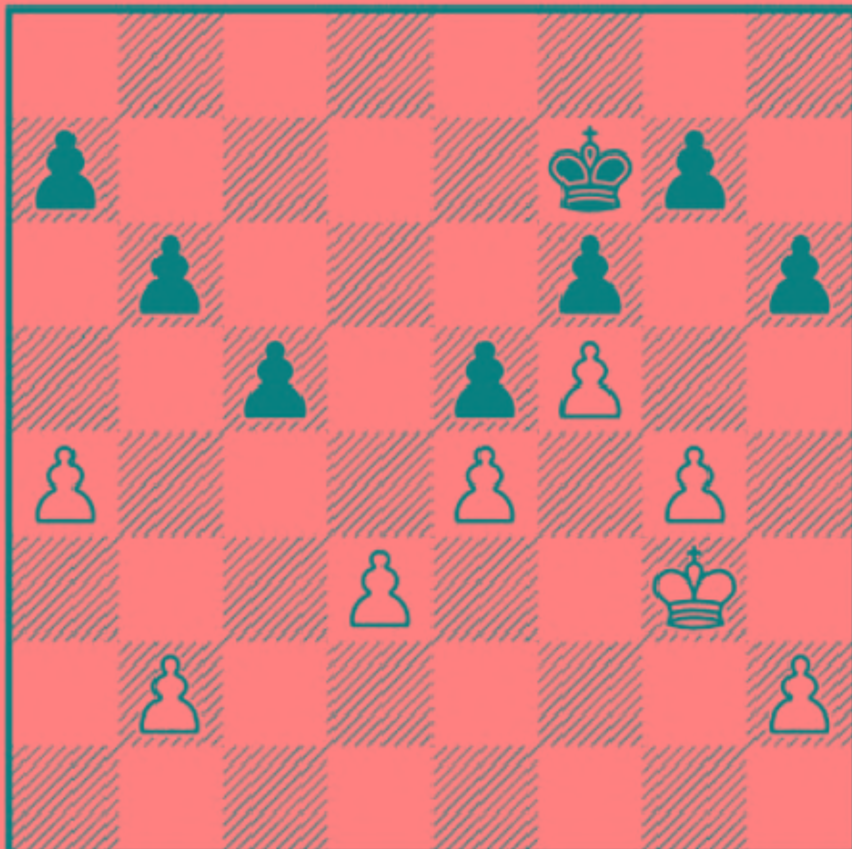
W?



Can White win?

3

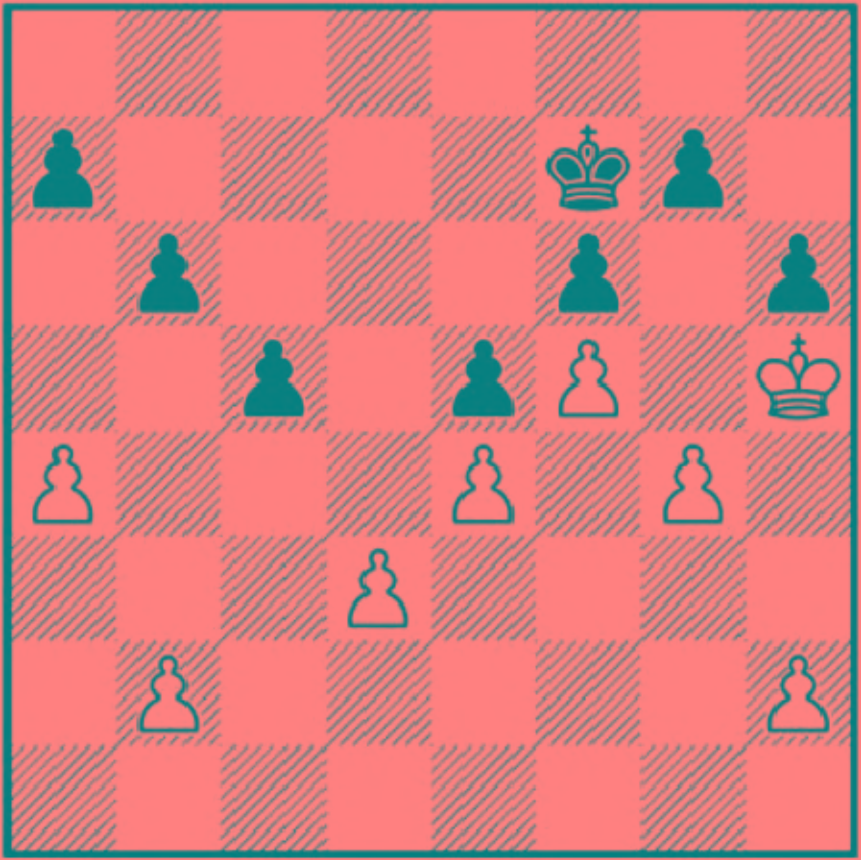
W?



How should White continue? Soon the next position arose in the same game.

4

W?



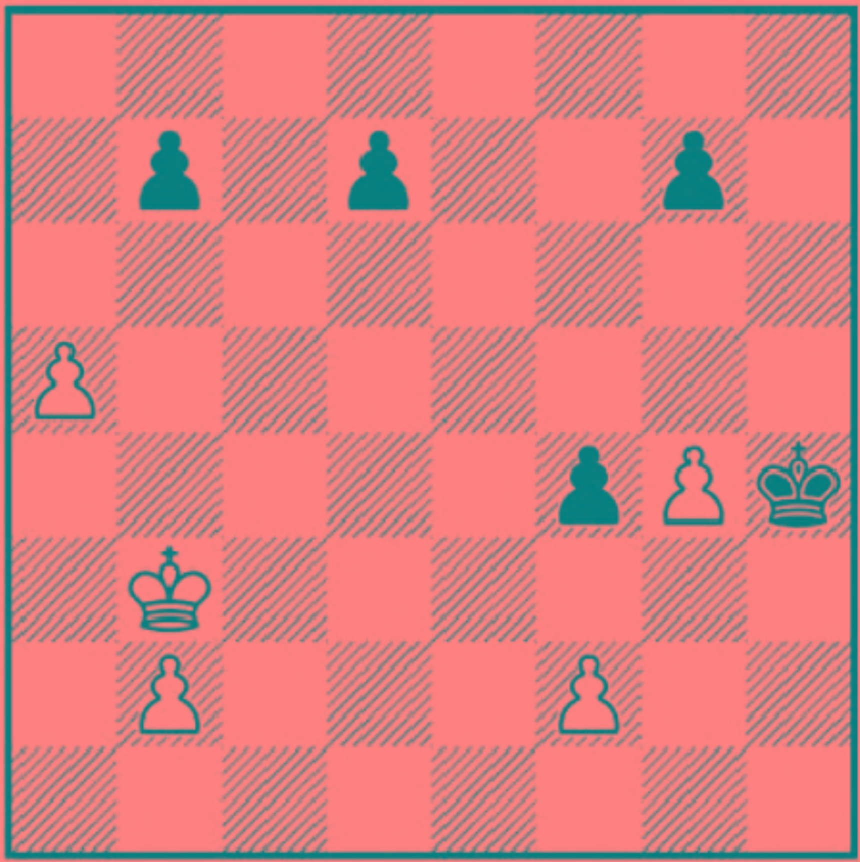
Which move is better, 1.b3 or 1.h4?

Solutions page 203

Complicated Calculations in Pawn Endgames

1

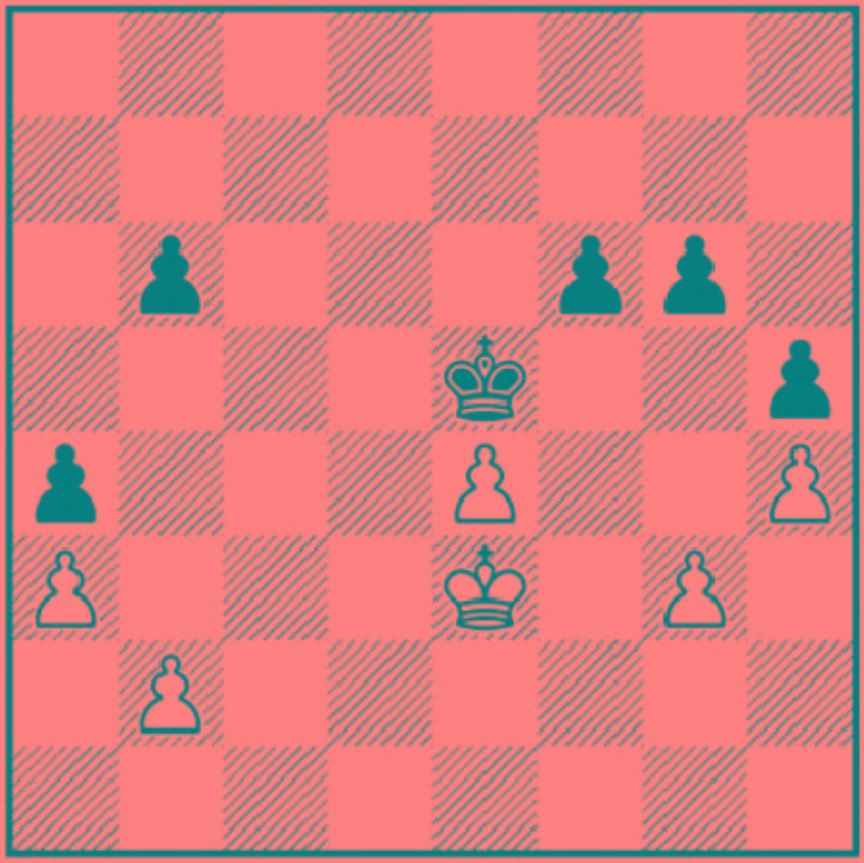
W?



Find and calculate the way to win for White.

2

B?



Can Black lose the game? Can he win it?

Solutions page 204

Solutions

Fantasy #1

1. Sherzer-Lanna, Somerset 1991

1.Be3-g5!! Qe7xg5 2.Bh3xe6+! Bd7xe6 3.Rf2-f8+!

Certainly not 3.Nxe6?? Qxd2.

3...Re8xf8 4.Rf1xf8+ Kg8xf8 5.Nd4xe6+

The next move will be 6.Nxg5. 1-0

It is interesting to note that the computer does not consider the combination carried out during the game to be the strongest continuation and recommends instead either 1.Nf3! Nxf3 2.Rxf3, planning 3.Qc3(d4) and 4.Bg5, or 1...Nf7 2.Nh2 followed by 3.Ng4. But no one has ever suggested such a solution so far, and this is quite understandable: it seems impossible to reject such a spectacular cascade of sacrifices.

2. Nimzowitsch-Tartakower, Carlsbad 1911

In the game there was **24.Nc4?! Nxd5 25.Rxe8 Bd7! 26.Bxd5 Bxe8 27.Rxe8 Bc1** with

rough equality. However Aron Nimzowitsch did not follow up accurately and even lost the game. White obtains a positional advantage by simply playing 24.Rxe7–!? Rxe7 25.Rxe7+ Qxe7 26.Ne4; still, he has another, much stronger continuation.

In similar situations, when several pieces are under attack, they become, to borrow Emanuel Lasker's expression, "desperadoes," meaning crazy kamikazes. In such cases it is necessary to take into account all the moves of those pieces, even the most incredible ones.

24.Qd5-a8!! Re8xa8

Both 24...Bxe6 25.Qxe8 and 24...Kf7 25.Rxf6+ Kxf6 26.Qxe8 Bxd2 27.Qf8– are just as hopeless.

25.Re6xe7+ Qc7xe7 26.Re1xe7+ Kg7-f8 27.Re7xh7+–

There are threats of both 28.Bxa8 and 28.Rxh6. Black is left a piece down.

3. Hennigan-Berzinsh, London 2009

White intends Qa1 followed by Re1, for example, 29...Bh6? 30.Qa1 Be3 31.Nxe3+– or 29...c5?! 30.Qa1 ∝ .

29...h7-h5!! 30.Qa7-a1

The desperate 30.g4 hg 31.Qa1 does not help because of 31...Be5, with the irrefutable threat 32...Bxh2+.

30...Qe2xf2+! 31.Kg1xf2 Re8-e2+ 32.Kf2xf3 Bh3-g4+ 33.Kf3-f4 Bg7-h6#

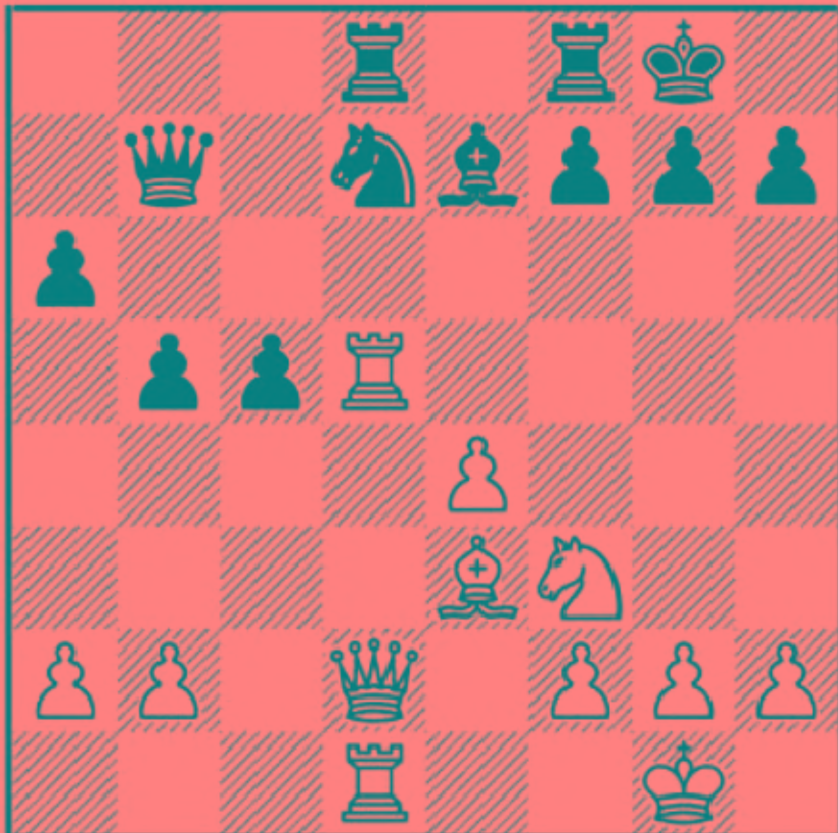
4. Salov-Ivanchuk, Linares 1990

The opening moves were: **1.Nf3 d5 2.d4 Nf6 3.c4 dc 4.e3 e6 5.Bxc4 c5 6.0-0 a6 7.Qe2 b5 8.Bb3 Bb7 9.Rd1 Nbd7 10.Nc3 Qb6 11.d5 ed 12.Nxd5 Nxd5 13.Bxd5 Bxd5 14.Rxd5 Be7** (14...Qb7) **15.e4 Rd8 16.Be3 Qb7** (16...0-0?! 17.b4) **17.Rad1**

There is a threat of 18.Qd2 with a highly unpleasant pin, for example, 17...c4? 18.Qd2+– or 17...Nf6? 18.Rxd8– Bxd8 19.Bxc5+–. The continuation 17...Qc7? does not help: 18.Qd2 Nf6 19.Rxd8– Bxd8 (if 19...Qxd8, then White has a pleasant choice between 20.Qxd8+ Bxd8 21.Bxc5 Nxe4 22.Re1 f5 23.Nd2 ± and the even stronger 20.Qc2! Qc8 21.e5 Ng4 22.Bg5 Nxe5 23.Nxe5 Bxg5 24.Nd7+–) 20.e5 (20.Bxc5 Nxe4 21.Qe3 f5 22.Rd5 g6 23.g4+– is just as good) 20...Nd7 21.Bg5+– does not help.

17...0-0! 18.Qe2-d2

B?



Now both 18...Nf6?? 19.Rxd8 Bxd8 20.Qxd8+– and 18...Qb8? 19.Bf4+– do not work, and on 18...Qb6?!, there follows 19.b4 ± .

18...Qb7-a8!=

Black solves all his problems tactically. He is already prepared to unpin with 19...Nf6, and capturing on d7 does not work: 19.Rxd7 Rxd7 20.Qxd7 Rd8.

19.Qc2 Nf6 20.Rxd8 Rxd8 ½-½

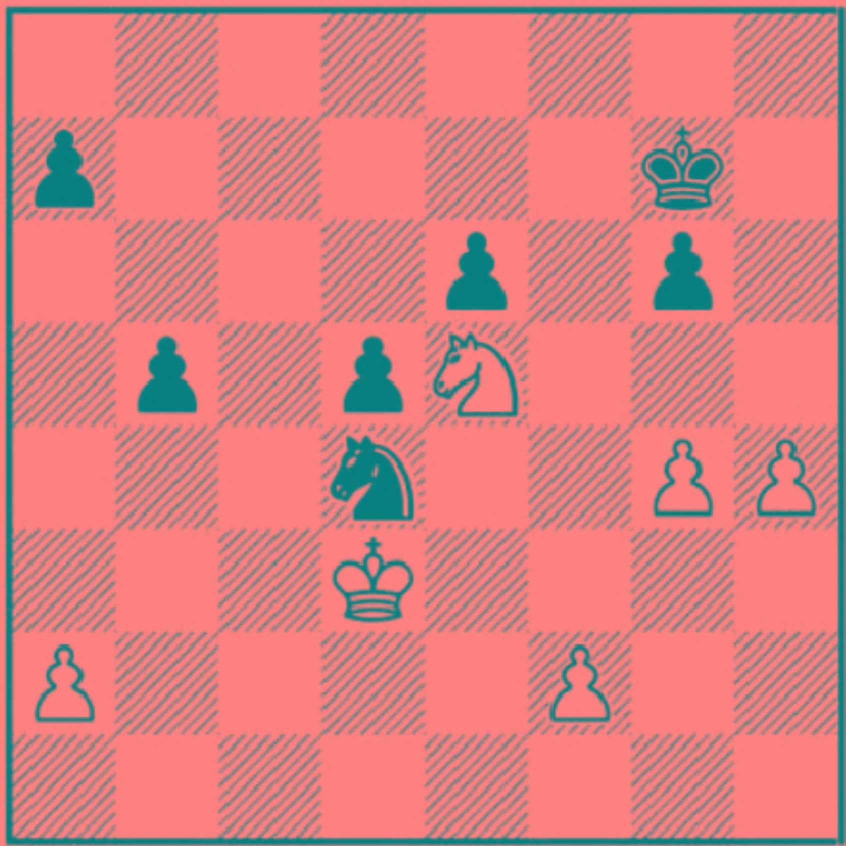
5. Matulović-Tsvetkov, Varna 1966

32.h5? is an error: ...gh 33.gh Nxd4+!.

32.Qf4-c1!! Nc6xd4+

Otherwise the queen is going to invade the enemy camp along the c-file.

33.Ke2-d3 Qg7xe5 34.Qc1-c8+ Kg8-g7 35.Qc8-h8+! Kg7xh8 36.Ng5xf7+ Kh8-g7 37.N-f7xe5+–



The knight is trapped in the center of the board! There followed **37...Nf5 38.gf gf 39.Nc6 a6 40.Kd4 Kf6 41.f4 1-0**

6. Korchnoi-Vaganian, Skelleftea 1989

In the game there was **35...Qxc2+? 36.Kh3 Qa4 37.Kh4+–** (planning either 38.Kg5 and 39.h4 or 38.g4 fg 39.f5) and White won.

Black could have escaped with a stalemating combination:

35...b7-b6!! 36.Qc5xc6 Nc4-e3+! 37.Re6xe3 Qd1-f1+

Fantasy #2

1. L.Kubbel 1927

1.Rf1-a1! e3-e2 2.Bh3-f1! e2-e1Q

2...efQ+ 3.Rxf1 b4 (3...ab 4.Ra1#) 4.cb+ Kxb4 5.ba Kxa4 6.Kg2 b5 7.Kxf2 does not help.

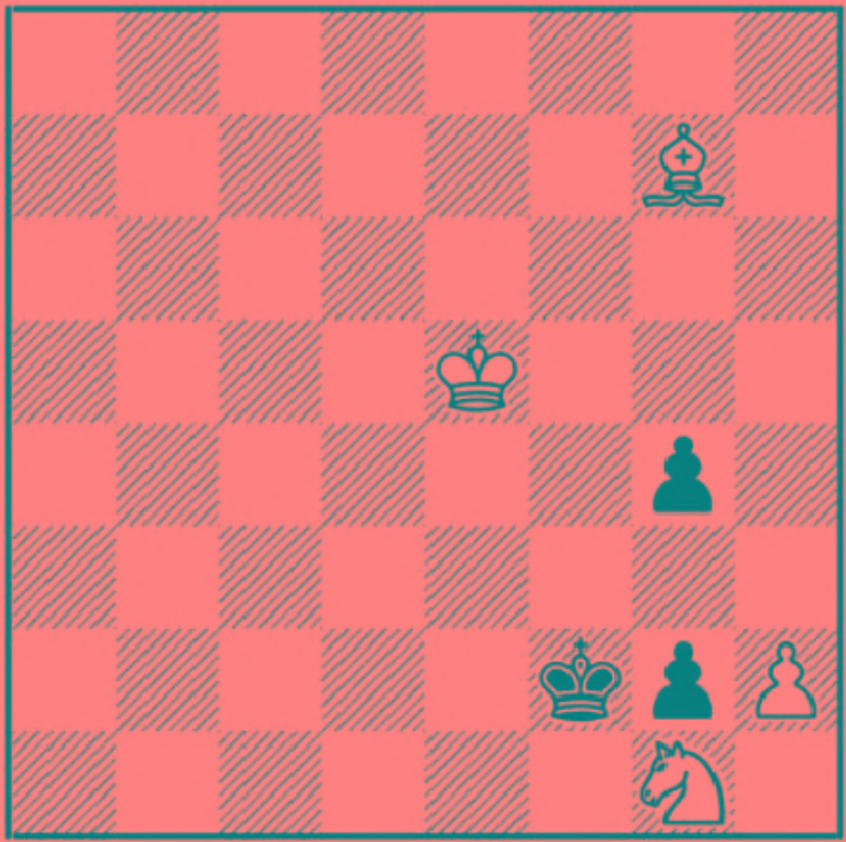
3.Ra1xa4+! b5xa4 4.b3-b4#

2. J.Timman 1971

1.Nh3-g1 Ke1xf2

If 1...Kf1, then 2.f4! Kxg1 3.Kf5 Kxh2 4.Bd4 g3 5.Kg4––.

W?



2.Ng1-h3+!!

What an amazing move! The knight returns to the square it has just occupied!

2...g4xh3

After 2...Kf3, the solution is 3.Kf5! gh 4.Bd4, and 2...Ke3 can be met, for example,

with 3.Kd5 gh 4.Bd4+ Kf3 5.Ke5!.

3.Ke5-f4 g2-g1Q 4.Bg7-d4+ Kf2-g2 5.Bd4xg1 Kg2xg1 6.Kf4-g3+–

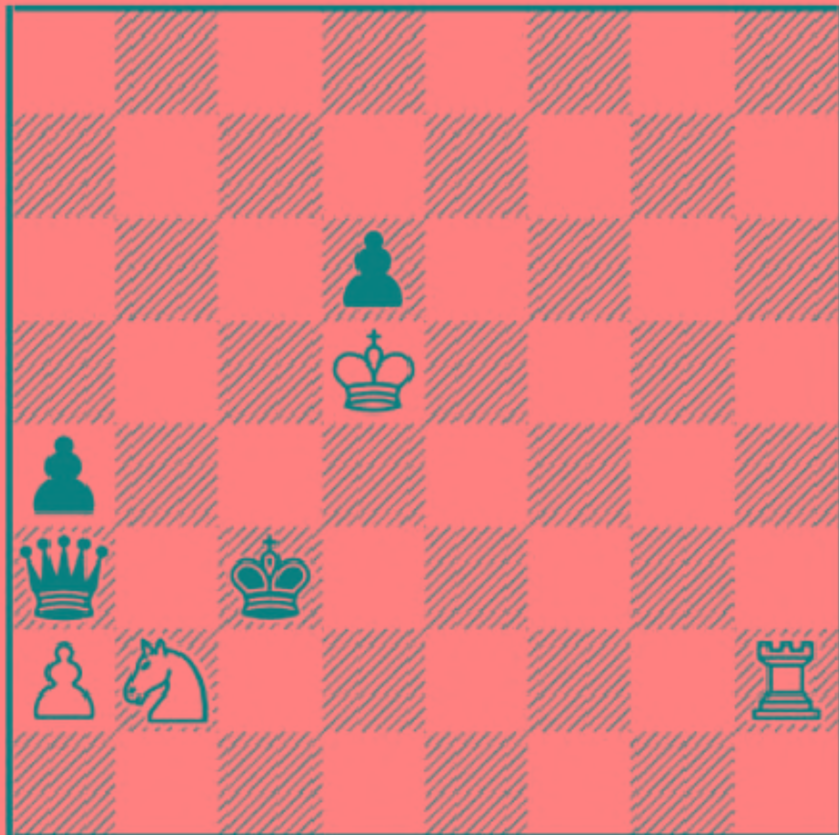
3. L.Kubbel 1927

1.Ne3-d1! b5xa4

There was the threat of 2.Nab2+.

2.Nd1-b2+ Kd3xc3

W?



3.Nb2-d3!!+–

Zugzwang and domination!

4. Y.Afek 1978

1.Nf7-e5!

It is important to bring the knight closer to where the action is. 1.Nd6? Bc7 is hopeless.

1...Ba5-c7 2.Rh2-h1!!

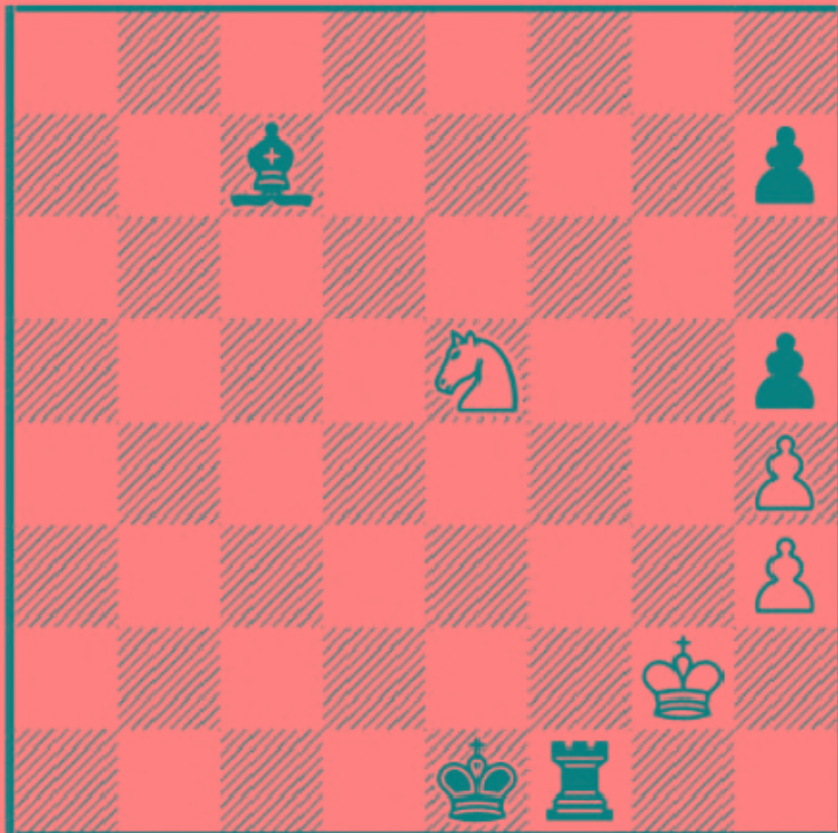
The most precise reply to 2.Kg2? is 2...Ke2!–+.

2...Rf1xh1

After 2...Bxe5+ 3.Kg2 Rxh1 4.Kxh1, a draw is obvious, as his opponent is left only with rook pawns and a bishop that does not cover the queening square.

3.Kg3-g2 Rh1-f1

W?



4.Ne5-d3+!

But not 4.Nf3+? Rxf3! 5.Kxf3 Kf1, and the white king cannot get to the saving corner.

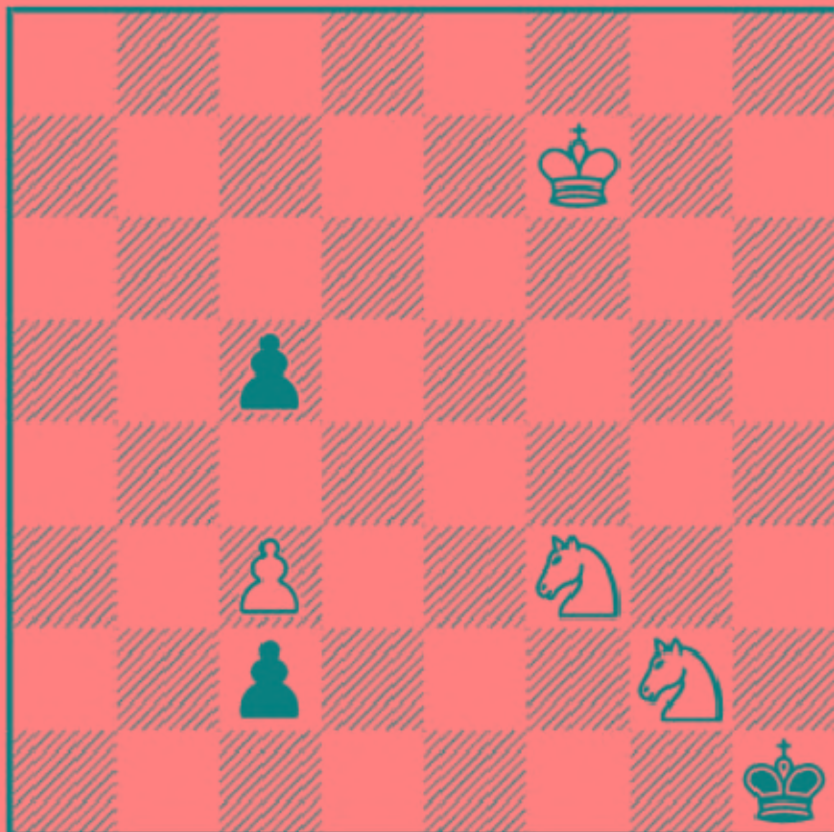
4...Ke1-e2 5.Nd3-c1+!

On 5...Ke1, there follows 6.Nd3+, and taking the knight results in stalemate.

5. E.Zakon 1953

1.Nh4-f3+! Kh2-h1!

W?



2.Nf3-g1!! c2-c1Q

In the variation 2...Kxg1 (2...Kxg2 3.Ne2=) 3.Nf4 Kf1 (3...c1Q 4.Ne2+) 4.Nd3 Ke2 5.Nc1+ Kd1 6.Na2 c1Q 7.Nxc1 Kxc1 8.Ke6, the white king is just in time.